

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

Play	er: Non-Player (	Character
Ht:	Wt:	Age:

Spent: 245 Unspent: 5

HT       12       [20]       FP       12       [0]       The discrete set of the													
DX         15         [ 100]         Will         10         [ 0 ]         Basic         7         [ 0 ]           IQ         10         [ 0 ]         Per         10         [ 0 ]         BL         39 lb         (ST-ST)/5           HT         12         [ 2 0]         FP         12         [ 0 ]         SM         +0           Vision         10         Fright Check         12'         High Jump         2.92 ft           Hearing         10         Consciousness         12         Money         -2839           Touch         10         Beath Check         12'         High Jump         2.92 ft           Hearing         10         Consciousness         12         Money         -2839           Touch         10         Broad Jump         4 yd						г	0.1	Basic	7		г	<b>5</b> 1	
DX         TS         [100]         Will TO         [100]         Move         ////         /////         /////           IQ         10         [00]         Per         10         [01]         BL         39 lb         (str.str)/5           HT         12         [20]         FP         12         [01]         Thr         1d         Sw         2d           TL         9         [01]         Fright Check         12         High Jump         2.92 ft           Hearing         10         Decad Jump         4 yd         -         2d3         -         2d3         -         2d3         10         Brack         2d3         10         Brack         3d0         Brack         3d0         10         17/1b         2d4         1/d			-			•	-		_		-	-	
HT         12         [20]         FP         12         [0]         Thr         1d         Sw         2d           HT         12         [20]         FP         12         [0]         SM         +0           Vision         10         Fright Check         12'         High Jump         2.92 ft           Hearing         10         Death Check         12'         High Jump         2.92 ft           Touch         10         Death Check         12'         High Jump         2.92 ft           Taste/Smell         10         Broad Jump         4 yd         **           * Indudes: +2 from Combat Reflexes'         *         2.93         *         0         *         1.7 lb         2.94 dt         >         9.00 lb           Movement         * 1         * 20         * 30         *         9.02         *         1.02         3.00 lb           Matter         1/4         20.01         7/4         2/4         1/4         2/4         1/4           Dodge         11         10         9         8         7         1/2           LIFTING FEATS         1/4         Add         2/4         1/4         2/4         1/4			100 ]			L	0]		1		L	0]	
HT       12       [20]       FP       12       [0]       1d       2d         TL       9       [0]       SM       +0         Vision       10       Fright Check       12'       High Jump       2.92 ft         Hearing       10       Consciousness       12       Money       -2839         Touch       10       Death Check       12       Taster/Smell       Taster/Sm	IQ 10	] [	0]	Per	10	[	0]	Thr		(	ST×S	ST)/5	
Vision       10       Fright Check       12       High Jump       2.92 ft         Hearing       10       Consciousness       12       Money       -2839         Touch       10       Death Check       12       Taste/Smell       10       Broad Jump       4 yd       *         * Includes: +2 from 'Combat Reflexes'       ENCUMBRANCE TABLE       Name       *       Name       Name       Name       *       Name <td>HT 12</td> <td>[</td> <td>20 ]</td> <td>FP</td> <td>12</td> <td>[</td> <td>0]</td> <td>1</td> <td>ld</td> <td></td> <td>2d</td> <td></td>	HT 12	[	20 ]	FP	12	[	0]	1	ld		2d		
Hearing       10       Consciousness       12       Money       -2839         Touch       10       Death Check       12       Taster/Smell       10       Broad Jump       4 yd         *Includes: +2 from 'Combat Referes'       ENCUMBRANCE TABLE       Name       *100         Rasic       39 lb       78 lb       1171 tb       234 lb       390 lb         Movement       -	TL 9					[	<mark>0</mark> ]	SM	+0				
Touch         10         Death Check         12           Taster/Smell         10         Broad Jump         4 yd           *Includes: +2 from 'Combat Referes'           ENCUMBRANCE TABLE           Name         None >>         Light         Med         Hvy         X-Hvy           Lifting													
Taste/Smell       10       Broad Jump       4 yd         * Includes: +2 from "Combat Referees         Name       Nome > Light       Med       Hvy       X-Hvy         Basic       39 lb       78 lb       117 lb       234 lb       390 lb         Movement       -1       -0.0       ×0.4       -0.2       -0.0       x1.0         Ground       7. yd       5. yd       4. yd       2. yd       1.yd       1.yd       1.yd         Dodge       11       10       9       8       7       1       1.9 <td>0</td> <td></td> <td>-</td> <td></td> <td></td> <td></td> <td></td> <td>NON</td> <td>ey</td> <td></td> <td>283</td> <td>9</td>	0		-					NON	ey		283	9	
ENCUMBRANCE TABLE           Name         None »         Light         Med         Hvy         X-Hvy           Lifting         x1         x2         x3         x6         x10           Basic         39 ib         78 ib         17 ib         234 ib         390 ib           Mayement         x1         x0.9         x0.4         x0.2         y0.4         x0.2           Ground         7 yd         5 yd         4 yd         y0.4         y0.4         y0.2           Ground         7 yd         1 yd         1 yd         yd         yd         yd           Dodge         -1         -2         -3         -4         -7           Dodge         -1         10         9         8         7           Takes 2 seconds to complete         1         Doube with a running statt         1         7           Takes 4 seconds to complete         1         Doube with a running statt         1         7         1         5         100         10         10         10         10         10         10         10         10         10         10         10         10         10         10         10         10         10					d Jump	) 4	yd						
Name         « None »         Light         Med         Hvy         X-Hvy           Lifting         x1         x2         x3         x6         x10           Basic         39 1b         78 1b         177 1b         234 1b         390 1b           Movement         71 d         5 yd         4 yd         2 yd         1 yd           Ground         7 yd         5 yd         4 yd         1 yd         1 yd           Dodge         11         10         9         8         7           Dodge         11         10         9         8         7           Basic         78 lb         312 lb         468 lb         585 lb         1950 lb           "Takes 2 seconds to complete         ‡         Double with a running start         1         1 abes 1         50 bl         1950 lb           "Takes 4 seconds to complete         ‡         Double with extraverse         18         117 m         2 ades         18           "Conditional: -2 from "Sense of Duty (Team)" when in dangerous situations if Sense of Duty is known2 from 'On the Edge when people witness behavior, +2 from 'On the Edge when people witness behavior, +2 from 'On the Edge when people witness behavior, +2 from 'On the Edge when people witness behavior, +2 from 'On the Edge when people witness behavior, +2 from 'On the Edge when p	* Includes:	+2 from 'Co											
Lifting         1 ×10         1 ×20         1 ×3         1 ×10         1 ×10           Basic         39 lb         78 lb         117 lb         234 lb         390 lb           Movement         1	Name								Hvv	х	(-H\	~	
Mayement         -x1         -x08         -x04         x02           Ground         7yd         5yd         4yd         2yd         1yd           Ground         7yd         5yd         4yd         2yd         1yd           Ground         1yd         1yd         1yd         1yd         1yd           Dodge         1	Lifting		×1		×2		×3		×6		×10		
Ground       7 yd       5 yd       4 yd       2 yd       1 yd         Water       1 yd       1 yd       1 yd       1 yd       1 yd         Water       1 yd       1 yd       1 yd       1 yd       1 yd         Dodge       11       0       9       3       -4         Dodge       11       0       9       8       7         LIFTING FEATS         1-Hand       2-Hand       Shove / Carry on       Shift         Name       Lift       Lift       Over #       Back \$ Slightly         Basic       78 lb       312 lb       468 lb       585 lb       1950 lb         *Takes 2 seconds to complete       ‡ Double with a running start       1       * 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 young or naive individuals, -2 from 'Overconfidence' when experienced NPCs       Pts         Military Hand-To-Hand - VaulTec Close Combat Training       0       [ Colditional: +2 for And A + A + A + A + A + A + A + A + A + A	Basic Movement					1				3			
Image: Second State Second	Ground		7 yd		5 yd		4 yd	2	2 yd		1 yc		
Dodge       11       10       9       8       7         LIFTING FEATS         1-Hand       2-Hand       Shove / Carry on       Shift         Name       Lift       Over‡       Back <sup>§</sup> Slightly         Basic       78 lb       312 lb       468 lb       585 lb       1950 lb         * Takes 2 seconds to complete       ‡       Double with a running start       ‡       Takes 4 seconds to complete       \$       \$ Liss 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 young or naive individuals, -2 from "Overconfidence" when experienced NPCs         TEMPLATES AND META-TRAITS         Name       Pts         Military Hand-To-Hand - VaulTec Close Combat Training       [       0]         Clendzeitj {p. MA182}       Description: W.E. Fairbaim (bp. 23-24) - with some assistance from Rex Applegate and Eric Sykes-Fairbaim "commando" knife (p. 225). Applegate developed close-quarters pistol techniques.       [       0]         Description: V.E. Fairbaim on the Sykes-Fairbaim "commando" knife (p. 225). Applegate developed close-quarters pistol techniques.	water		-		1 yd -1								
1-Hand       2-Hand       Shove /       Carry on       Shift         Name       Lift'       Lift'       Over‡       Back §       Slightly         Basic       78 lb       312 lb       468 lb       585 lb       1950 lb         *Takes 2 seconds to complete       ‡ Double with arunning start       ‡ Takes 4 seconds to complete       ‡ Double with arunning start         *Takes 2 seconds to complete       \$ Lose 1 FP/sec while over X-Hvy enc.       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 young or naive individuals, -2 from 'Overconfidence' when experienced NPCs         TEMPLATES AND META-TRAITS       Pts         Military Hand-To-Hand - VaulTec Close Combat Training       0         [Endzeit] (p. MA182]       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 commando's knille (p. 225).         Applegate developed close-equarters pistol techniques.       Vault Dweller       0         Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.       15         Enhanced Parry 1 (Broadsword) {p. B51}       15       10         Bolto bignore pain: 13 (will+.3)       10       10	Dodge		11		10								
Name       Lift*       Lift*       Over*       Back §       Slightly         Basic       78 lb       312 lb       468 lb       585 lb       1950 lb         * Takes 2 seconds to complete       ‡       2 Double with a running start       ‡       1 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"       *         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 young or naive individuals, -2 from 'Overconfidence' when experienced NPCs         TEMPLATES AND META-TRAITS         Name       Pts         Military Hand-To-Hand - VaulTec Close Combat Training       [ 0 ]         Clendzeit) {p. MA182}       Description: W.E. Fairbaim (pp. 23-24) - with some assistance from Rex Applegate and Eric Sykes - created the style of hand-tohand fighting most widely taught to Allele commando's in Wolf War II. Fairbairn and Sykes also designed a fighting knife to use with their style: the Sykes-Fairbaim 'commando' knife (p. 225). Applegate developed close-quarters pistol techniques.       Q         Vault Dweller       [ 0 ]       1       Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.       1       1 <td c<="" th=""><th></th><th></th><th></th><th></th><th>-</th><th></th><th>-</th><th>_</th><th></th><th></th><th><u>.</u></th><th></th></td>	<th></th> <th></th> <th></th> <th></th> <th>-</th> <th></th> <th>-</th> <th>_</th> <th></th> <th></th> <th><u>.</u></th> <th></th>					-		-	_			<u>.</u>	
Basic       78 lb       312 lb       468 lb       585 lb       1950 lb         * Takes 2 seconds to complete       ‡ Double with a running start         † Takes 4 seconds to complete       ‡ Double with a running start         * Takes 4 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 who value bravery over self-preservation, +2 from 'On the Edge' when witnessed by people who value bravery over self-preservation, +2 from 'O'verconfidence' when experienced NPCs         TEMPLATES AND META-TRAITS         Name       Pts         Military Hand-To-Hand - VaulTec Close Combat Training [ 0 ]       0 ]         (Endzeit) (p. MA182}       0         Description: W.E. Fairbaim (pp. 23-24) - with some assistance from Rex Applegate and Enc Sykes - created the style of hand-tohand fighting most widely taught to Allied commandos in World War II. Fairbaim and Sykes also designed a tighting knife for use with their style: the Sykes-Fairbaim 'commando* knife (p. 225). Applegate developed close-quarters pistol techniques.       0 ]         Vault Dweller       [ 0 ]       1 ]         Description: You have grown up in a secure undergroun	Name		-	a 2									
t 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 whees behavior, +2 from 'On the Edge' when young or naive individuals, -2 from 'Or the Edge' when young or naive individuals, -2 from 'Or the Edge' when young or naive individuals, -2 from 'Or the Edge' when young or naive individuals, -2 from 'Or the Edge' when young or naive individuals, -2 from 'Or the Edge' when young or naive individuals, -2 from 'Or the Edge' when young or naive individuals, -2 from 'Or the Edge' when young or naive individuals, -2 from 'Or the Edge' when young or naive individuals, -2 from 'Or the Edge' when young or naive individuals, -2 from 'Or the Edge' when young or naive individuals, -2 from 'Or the Edge' when young or naive individuals, -2 from 'Or the Edge' when young or naive individuals, -2 from 'Or the Edge' when young or naive individuals, -2 from 'Or the Edge' when young or naive individuals, -2 from 'Or the Edge' when young or naive individuals, -2 from 'Or the Edge' when young or naive individuals, -2 from 'Or the Edge' when young or naive individuals, -2 from 'Or the Edge' when young or naive individuals, -2 from 'Or the Edge' transmarks and Edge at fighting most widely taught to Allied commandos in Word War II. Faribair and Sykes also designed a fighting knile for use with their style: the Sykes-Fairbairm 'Commando' knife (p. 225). Applegate developed close-quarters pistol techniques.       0         Aubuant Edge when young on a secure underground vauit, shielding you from the savagery of the wastes.       10       10         Bac Tenf Parry 1 (Broadswo	Basic			)	-		-				<u> </u>	-	
REACTION MODIFIERS         Appearance: +0       Status: +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 young or naive individuals, -2 from 'Overconfidence' when experienced NPCs         TEMPLATES AND META-TRAITS         Name       Pts         Military Hand-To-Hand - VaulTec Close Combat Training       0         (Endzeit) {p. MA182}       Description: WE. Fairbaim (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-Fairbaim '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.       5         Name       Pts         Combat Reflexes {p. B43}       [15]         Enhanced Parry 1 (Broadsword) {p. B51}       [5]         High Pain Threshold {p. B59}       [10]         Rel KS       Pts         Style Familiarity (Military Hand-to-Hand - VaulTec Close       [1]         Combat Reflexes {p. B43}       [15]         Weapon Master (Broadsword; one specific weapon) {p. B99}       20]										June on			
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 who value bravery over self-preservation, +2 from 'Or the Edge' 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       0         [Endzeit) {p. MA182}       0         Description: W.E. Fairbaim (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 - Fairbaim 'commandos' knife (p. 225).         Applegate developed close-quarters pistol techniques.       [0]         Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.       [0]         Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.       [10]         Boll to ignore pain: 13 (Will+3)       [10]         Luck {p. B66, P59}       [10]         Weapon Master (Broadsword; one specific weapon) {p. B99}       [20]         PERKS         Name       Pts         Style Familiarity (Military Hand-to-Hand -	Takes 4 5								over X-	nvy en	IC.		
Status: +0         Other: +0 <sup>*</sup> * Conditional: +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, -2 from 'On the Edge' when yeaple who value bravery over self-preservation, +2 from 'Or the Edge' when witnessed by people who value bravery over self-preservation, +2 from 'Overconfidence' when experienced NPCs         TEMPLATES AND META-TRAITS         Name         Pts         Military Hand-To-Hand - VaulTec Close Combat Training       0         (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-Fairbaim 'commando'' knife (p. 225).         Applegate developed close-quarters pistol techniques.       [0]         Vault Dweller       [0]         Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.       [0]         Bescription: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.       [0]         Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.       [0]         Boll to ignore pain: 13 (Will+3)       [10]         Luck {p. B66, P59}       [10]         Weapon Master (Broadsword; one specific weapon) {p	Appeara	nce: +0	F	EAC		ועטו	FIERS	>					
* 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 witow oalue 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         0           (Endzeit) {p. MA182}         Description: W.E. Faizhaim (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. Faizhaim and Sykes also designed a fighting knife for use with their style: the Sykes-Faizhaim 'commando" knife (p. 225). Applegate developed close-quarters pistol techniques.         0           Vault Dweller         [         0         0           Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.         [         0           Rame         Pts         [         0           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)         [         15]           Luck {p. B66, P59}         [         15]           Weapon Master (Broadsword; one specific weapon) {p. B99}													
Military Hand-To-Hand - VaulTec Close Combat Training       0         (Endzeit) {p. MA182}       Description: W.E. Fairbaim (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. Fairbaim and Sykes also designed a fighting knife for use with their style: the Sykes-Fairbaim "commando" knife (p. 225).         Applegate developed close-quarters pistol techniques.       (0)         Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.       (0)         Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.       (0)         Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.       (0)         Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.       (10)         Boll to ignore pain: 13 (Will+3)       [10]         Luck {p. B66, P59}       [10]         Boll to ignore pain: 13 (Will+3)       [10]         Luck {p. B66, P59}       [15]         Weapon Master (Broadsword; one specific weapon) {p. B99}       [20]         PERKS       Pts         Style Familiarity (Military Hand-to-Hand - VaulTec Close [1]       [1]         Combat Training) {p. MA182}       [4]         DISADVANTAGES       Pts	Duty is I	known, -2 f	rom 'On t	he Edge	e' when pe	ople w	itness b	ehavior	, +2 fror	n 'On t	he		
(Endzeit) {p. MA182}         Description: W.E. Fairbaim (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. Fairbaim and Sykes also designed a fighting knife for use with their style: the Sykes-Fairbaim "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.       [0]         Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.       [0]         Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.       [0]         Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.       [0]         Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.       [15]         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)       [10]         Luck {p. B66, P59}       [15]         Weapon Master (Broadsword; one specific weapon) {p. B99}       [20]         PERKS       [15]         Name       Pts         Style Familiarity (Military Hand-	Duty is F Edge' w 'Overcor	known, -2 fi hen witnes nfidence' w	rom 'On t sed by pe /hen your	he Edge eople wh ng or nai	e' when pe ho value b ive individ	eople w pravery luals, -	itness b over se 2 from 'C	ehavior If-prese Overcon	, +2 fror rvation, fidence'	n 'On t +2 fror	he n		
Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.       ADVANTAGES         Name       Pts         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)       [10]         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 [1]       [1]         Combat Training) {p. MA182}       [10]         Bad Temper (12 or less, *1) {p. B124}       [-10]         Fanaticism (Vault über alles) {p. B136}       [-15]         On the Edge (12 or less, *1) {p. B147}       [-15]         Overconfidence (12 or less, *1) {p. B148}       [-5]	Duty is k Edge' wi 'Overcon experier Name	known, -2 fi hen witnes nfidence' w nced NPCs	rom 'On t sed by pe then your	he Edge eople wh ng or na PLATE	e' when pe ho value b ive individ	ople w pravery luals, -:	vitness b over se 2 from 'C	ehavior If-prese Overcon	, +2 fror rvation, fidence'	n 'On t +2 fror	he n	ts	
Name         Pts           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)         [15]           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         [1]           Combat Training) {p. MA182}         [10]           Bad Temper (12 or less, *1) {p. B124}           Fanaticism (Vault über alles) {p. B136}         [-15]           On the Edge (12 or less, *1) {p. B147}         [-15]           Overconfidence (12 or less, *1) {p. B148}         [-5]	Duty is H Edge' wi 'Overcon experier Name Military H (Endzeit Description and Eric Sy Allied comm knife for use	known, -2 fi hen witnes nfidence' w nced NPCs Hand-To ) {p. MA : W.E. Fair kes - creat nandos in V e with their	rom 'On t sed by po then your TEMP D-Hand 182} bairn (pp ed the st Norld Wa style: the	he Edge eople wh ng or na <b>LATE</b> - Vau . 23-24) yle of ha ar II. Fai e Sykes-	e' when pe ho value b ive individ ES AND ITec CI 1 - with sor and-tohand rbairn and Fairbairn	ople w pravery luals, -: <b>) ME</b> lose ( me ass d fighti l Sykes "comm	ritness b over se 2 from 'C <b>FA-TH</b> <b>Comba</b> istance t ng most s also de	ehavior If-prese Dvercon RAITS at Tra from Re widely to signed	, +2 fror rvation, fidence' ining x Apple aught to a fightin	n 'On t +2 fror when	he n	ts	
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)         [15]           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         [1]           Combat Training) {p. MA182}         [10]           Bad Temper (12 or less, *1) {p. B124}         [-10]           Fanaticism (Vault über alles) {p. B136}         [-15]           On the Edge (12 or less, *1) {p. B147}         [-15]           Overconfidence (12 or less, *1) {p. B148}         [-5]	Name Name Military H (Endzeit Description and Eric Sy Applegate C Vault Dw Description	known, -2 ff hen witnes nfidence' w hced NPCs Hand-Tc ) {p. MA : W.E. Fair kes - creat nandos in V e with their sevent their yeller : You have	rom 'On t sed by pr hen your TEMP D-Hand 182} bairn (pp ed the st Norld Wa style: the close-qua grown u	he Edge eople wh ng or na *LATE - Vau . 23-24) yle of ha ar II. Fai e Sykes- arters pi	e' when pen ho value b ive individ ES AND ITEC CI I - with sor and-tohann rbairn and -Fairbairn stol techni	ople w pravery luals,	ritness b over se 2 from 'C TA-TR Comba istance 1 ng most s also de nando" k	ehavior If-prese Dvercon AAITS at Tra from Re widely to signed nife (p.	, +2 fror rvation, fidence' ining x Apple taught to a fightin 225).	n 'On t +2 fror when gate g	he n	t <b>s</b> 0]	
High Pain Threshold {p. B59}       [10]         Roll to ignore pain: 13 (Will+3)       [15]         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}       [10]         DISADVANTAGES         Name         Pts         Bad Temper (12 or less, *1) {p. B124}       [-10]         Fanaticism (Vault über alles) {p. B136}       [-15]         On the Edge (12 or less, *1) {p. B147}       [-15]         Overconfidence (12 or less, *1) {p. B148}       [-5]	Name Name Military H (Endzeit Description and Eric Sy Applegate C Vault Dw Description	known, -2 ff hen witnes nfidence' w hced NPCs Hand-Tc ) {p. MA : W.E. Fair kes - creat nandos in V e with their sevent their yeller : You have	rom 'On t sed by pr hen your TEMP D-Hand 182} bairn (pp ed the st Norld Wa style: the close-qua grown u	he Edge eople wh og or nai <b>LATE</b> - Vau . 23-24) yle of ha ar II. Fai e Sykes- arters pi p in a se	e' when per ho value b ive individ S AND ITEC CI - with sor and-tohand rbairn and -Fairbairn stol techni scure unde	ople w pravery luals, -: <b>D ME</b> <b>D ME</b> lose ( me ass d fighti d Sykes "comm iques. ergroun	ritness b over se 2 from 'C TA-TR Comba istance f ng most s also de hando" k	ehavior If-prese Dvercon AAITS at Tra from Re widely to signed nife (p.	, +2 fror rvation, fidence' ining x Apple taught to a fightin 225).	n 'On t +2 fror when gate g	he m P1 [	ts 0] 0]	
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       [11]         Combat Training) {p. MA182}       [15]         DISADVANTAGES         Name       Pts         Bad Temper (12 or less, *1) {p. B124}       [-10]         Fanaticism (Vault über alles) {p. B136}       [-15]         On the Edge (12 or less, *1) {p. B147}       [-15]         Overconfidence (12 or less, *1) {p. B148}       [-5]	Duty is H Edge' wi 'Overcon experier Name Military H (Endzeit Description and Eric Sy Allied comm knife for use Applegate of Vault Dw Description the savager Name Combat	Anown, -2 ff hen withes fidence' wa need NPCs 	rom 'On t sed by pr then your TEMP p-Hand 182} bairn (pp ed the st World Wa style: the close-qui grown up astes.	he Edge eople wh og or nai 'LATE - Vau . 23-24) yle of ha ar II. Fai e Sykes- arters pi p in a se Al 43}	e' when per ho value b ive individ S AND ITEC CI - with sor and-tohan rbairn and -Fairbairn stol techni ecure unde	iversity of the second	itiness b over se 2 from 'C FA-TR Comba istance f ng most s also de nando" k nd vault, S	ehavior If-prese Dvercon AAITS at Tra from Re widely to signed nife (p.	, +2 fror rvation, fidence' ining x Apple taught to a fightin 225).	n 'On t +2 fror when gate g	he m Pt	ts 0] 0] ts 15]	
Weapon Master (Broadsword; one specific weapon) {p. B99} [ 20 ]         PERKS         Name       Pts         Style Familiarity (Military Hand-to-Hand - VaulTec Close [ 1 ]       [ 1 ]         Combat Training) {p. MA182}       [ 1 ]         DISADVANTAGES         Name       Pts         Bad Temper (12 or less, *1) {p. B124}       [ -10 ]         Fanaticism (Vault über alles) {p. B136}       [ -15 ]         On the Edge (12 or less, *1) {p. B147}       [ -15 ]         Overconfidence (12 or less, *1) {p. B148}       [ -5 ]	Duty is H Edge' wi 'Overcon experier Name Military H (Endzeit Description and Eric Sy Allied comm knife for use Applegate of Vault Dw Description the savager Name Combat	Anown, -2 ff hen withes fidence' with aced NPCs 	rom 'On t sed by pr then your TEMP -Hand 182} bairn (pp ed the st Vorld Wa style: the close-qua grown up stes. s {p. B 1 (Bro	he Edge eople wh ig or nai 'LATE - Vau . 23-24) yle of ha ar II. Fai e Sykes- arters pi p in a se Al Al 43}	e' when penovalue bive individ ES AND ITEC CI - with sor and tohann rbairn and -Fairbairn stol techni ecure under DVANT Ord) {p.	iversity of the second	itiness b over se 2 from 'C FA-TR Comba istance f ng most s also de nando" k nd vault, S	ehavior If-prese Dvercon AAITS at Tra from Re widely to signed nife (p.	, +2 fror rvation, fidence' ining x Apple taught to a fightin 225).	n 'On t +2 fror when gate g	he m P1 [ 	ts 0] 0] ts 15] 5]	
PERKS         Name       Pts         Style Familiarity (Military Hand-to-Hand - VaulTec Close       [ 1 ]         Combat Training) {p. MA182}       [ 1 ]         DISADVANTAGES         Name       Pts         Bad Temper (12 or less, *1) {p. B124}       [ -10 ]         Fanaticism (Vault über alles) {p. B136}       [ -15 ]         On the Edge (12 or less, *1) {p. B147}       [ -15 ]         Overconfidence (12 or less, *1) {p. B148}       [ -5 ]	Duty is H Edge' wi 'Overcon experier Military H (Endzeit Description and Eric Sy Allied comm Anife for uss Applegate of Vault Dw Description the savager Name Combat Enhance High Pai Roll to igno	Anown, -2 ft hen witnes fidence' witnes nced NPCs Hand-To ) {p. MA : W.E. Fair kes - creat nandos in V e with their leveloped weller : You have ry of the was Reflexe ed Parry n Thres re pain: 13	rom 'On t sed by pr hen your TEMP -Hand 182} bairn (pp ed the st Norld Wa style: the close-qua grown u astes. \$ {p. B 1 (Bro hold {p (will+3)	he Edge eople wh ig or nai 'LATE - Vau . 23-24) yle of ha ar II. Fai e Sykes- arters pi p in a se Al Al 43}	e' when penovalue bive individ ES AND ITEC CI - with sor and tohann rbairn and -Fairbairn stol techni ecure under DVANT Ord) {p.	iversity of the second	itiness b over se 2 from 'C FA-TR Comba istance f ng most s also de nando" k nd vault, S	ehavior If-prese Dvercon AAITS at Tra from Re widely to signed nife (p.	, +2 fror rvation, fidence' ining x Apple taught to a fightin 225).	n 'On t +2 fror when gate g	he m P1 [ 	ts 0] 0] ts 15] 5]	
Name     Pts       Style Familiarity (Military Hand-to-Hand - VaulTec Close     [ 1 ]       Combat Training) {p. MA182}     [ 1 ]       DISADVANTAGES     Pts       Bad Temper (12 or less, *1) {p. B124}     [ -10 ]       Fanaticism (Vault über alles) {p. B136}     [ -15 ]       On the Edge (12 or less, *1) {p. B147}     [ -15 ]       Overconfidence (12 or less, *1) {p. B148}     [ -5 ]	Duty is H Edge' wi 'Overcon experier Military H (Endzeit Description and Eric Sy Allied comm knife for uss Applegate of Vault Dw Description the savager Name Combat Enhance High Pai Roll to igno Luck {p.	Anown, -2 ff hen witnes fidence' witnes inced NPCs Hand-To ) {p. MA : W.E. Fair kes - creat nandos in V e with their developed weller : You have ry of the was Reflexe ed Parry n Thres re pain: 13 B66, PS	rom 'On t sed by pr then your TEMP -Hand 182} bairn (pp ed the st Norld Wa style: the close-qua grown u astes. s {p. B 1 (Bro hold {p (Will+3) 59}	he Edge pople wig or nai - Vau - Vau	e' when penovalue bive individ ES AND ITEC CI - with sor and tohand rbairn and Fairbairn stol techni ecure under DVANT ord) {p.	bople w ravery luals, -: ) ME <sup>-</sup> lose ( ne ass d fighti d Sykes "comm iques. ergroun AGE B51]	ritness b over se 2 from 'C TA-TR Comba istance f ng most s also de iaando" k nd vault,	ehavior If-prese Vercon AAITS at Tra at Tra rom Re widely issigned ssigned shieldin	ining x Applet a lightin 225).	gate 9 9	he m Pi	ts 0] 0] 15] 10] 15]	
Disadvantages           Disadvantages           Name         Pts           Bad Temper (12 or less, *1) {p. B124}         [-10]           Fanaticism (Vault über alles) {p. B136}         [-15]           On the Edge (12 or less, *1) {p. B147}         [-15]           Overconfidence (12 or less, *1) {p. B148}         [-5]	Duty is H Edge' wi 'Overcon experier Military H (Endzeit Description and Eric Sy Allied comm knife for uss Applegate of Vault Dw Description the savager Name Combat Enhance High Pai Roll to igno Luck {p.	Anown, -2 ff hen witnes fidence' witnes inced NPCs Hand-To ) {p. MA : W.E. Fair kes - creat nandos in V e with their developed weller : You have ry of the was Reflexe ed Parry n Thres re pain: 13 B66, PS	rom 'On t sed by pr then your TEMP -Hand 182} bairn (pp ed the st Norld Wa style: the close-qua grown u astes. s {p. B 1 (Bro hold {p (Will+3) 59}	he Edge pople wig or nai - Vau - Vau	e' when period a large state of the second sta	eople w rravery I als, -: I ME I ose ( ne ass d fighti i Sykee ergrout TAGE B51) Speci	ritness b over se 2 from 'C TA-TR Comba istance f ng most s also de iaando" k nd vault,	ehavior If-prese Vercon AAITS at Tra at Tra rom Re widely issigned ssigned shieldin	ining x Applet a lightin 225).	gate 9 9	he m Pi	ts 0] 0] 15] 10] 15]	
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Fanaticism (Vault über alles) {p. B136}         [ -15 ]           On the Edge (12 or less, *1) {p. B147}         [ -15 ]           Overconfidence (12 or less, *1) {p. B148}         [ -5 ]	Duty is H Edge' wi 'Overcon experier Military H (Endzeit Description and Eric Sy Allied common knife for use Applegate of Vault Dw Description the savager Name Combat Enhance High Pai Roll to igno Luck {p. Weapon	Anown, -2 fr hen witnes fidence' we nced NPCs 	rom 'On t sed by pr then your TEMP -Hand 182} bairn (pp ed the st Vorld Wa style: the close-qua grown u stes. s {p. B 1 (Broad (Broad (Milital	he Edgeople with oppie with a second second second second second - Vau -	e' when period a large sho value bive individ ES AND IT ec Cl - with sor and-tohann rbairn and - Fairbairn stol techni ecure under DVANT OVANT d; one s PERI ad-to-Ha	eople w ravery luals,	FA-TR Comba istance ing most also de and vault, S	ehavior If-prese Jvercon ALTTS at Tra at Tra rom Re widely i shieldin shieldin apon)	<pre>, +2 fror rvation,  rvation,  ridence' ining x Applet aught t a fightin 225).  fig you fi  {p. B:</pre>	n 'On t +2 fror when gate g g rom	P1	ts 0] 0] 15] 5] 10] 15] 20] 15]	
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Overconfidence (12 or less, *1) {p. B148} [ -5 ]	Duty is H Edge' wi 'Overcon experier Military H (Endzeit Description and Eric Sy Allied common knife for use Applegate of Vault Dw Description the savager Name Combat Enhance High Pai Roll to igno Luck {p. Weapon Name Style Fa Combat Name Bad Tem	Anown, -2 fi hen withes fidence' we need NPCs 	rom 'On t sed by pr then your TEMP -Hand 182} bairn (pp ed the st Vorld W2 style: the close-qua grown up astes. s {p. B 1 (Bro hold {p (Will+3) 59} (Broad (Militan g) {p. N	he Edgeople wig or nai - Vau - Vau - Vau - Vau - Vau - Vau - Vau - Vau - Syses- - Syses- - Al - Al - Al - Al - Al - Al - Al - A	e' when penovalue bive individ ES AND IT EC CI - with sor and-tohann -Fairbairn stol techni ecure unde DVANT OVANT ord) {p. } PERI ad; one s PERI ADVAN {p. B12	eople w ravery luals, IOSE ( ne ass d fighti sykee "compr iques. ergrout TAGE B51] Speci (KS and - VTAC (4)	itiness b over se 2 from 'C FA-TF Comba istance ing most s also de nando" k istando" k istande i s also de nando" k istance i fic we VaulT	ehavior If-prese Jvercon ALTTS at Tra at Tra rom Re widely i shieldin shieldin apon)	<pre>, +2 fror rvation,  rvation,  ridence' ining x Applet aught t a fightin 225).  fig you fi  {p. B:</pre>	n 'On t +2 fror when gate g g rom	he           P1           [	0] 0] 15] 5] 10] 15] 20] 15] 10] 15] 10]	
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QUIRKS

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}			î -1]
Bunker4Life			[ -1]
Description: You've grown up in a bunker, have never s	een the lig	ht of day and act	
accordingly.			
SKILLS			
DX based	Level	Relative	Pts
Acrobatics {p. B174}	14	DX-1	[ 2]
Axe/Mace {p. B208}	16	DX+1	í 41
Parry: 12			r . 1
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] [ 2]
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			r _1
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	Level	Relative	Pts
Area Knowledge (Eureka County)	10	IQ+0	[ 1]
{p. B176}			
Computer Operation/TL9 {p. B184}	10	IQ+0	[ 1]
Cooking {p. B185}	9	IQ-1	i 11
Explosives/TL9 (Demolition) {p. B194}	10	IQ+0	į 21
First Aid/TL9 (Human) {p. B195}	10	IQ+0	i 11
History (The Old World) {p. B200}	9	IQ-1	[ 2]
Holdout {p. B200}	11	IQ+1	
Housekeeping {p. B200}	11	IQ+1	
Savoir-Faire (Vault) {p. B218}	11	IQ+1	[ 2] [ 2]
Soldier/TL9 {p. B221}	9	IQ-1	
	3		<u> </u>

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

	MELEE A	TTACKS					
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-1(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+3 cut	1	11	4	[1]
Thrusting Broadsword (Superfine): Swing	17	13	2d+7(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	eady used it to a	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	15	2d+2 pi	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	3	
Pistol)											
KaBar Defender (Superfine Small	11	1d+1(2) imp	-	7 yd / 14 yd	1	T(1)	5	-1	-	4	
Knife): Thrown											
Throwing Axe (Fine): Thrown	17	2d+3 cut	2	14 yd / 21 yd	1	T(1)	11	-3	-	4	
Shots "T": The weapon is a thrown weapon.											

PARRY	PARRY	BLOCK	DODGE	OTHER	HUMANOID HIT LOCATION TABLE						
13*	11*	12*	11*		Roll	Location	Mod.	Roll	Locat	ion	Mod.
13	11	12	11		3–4	Skull	-7(f)/-5(b)	-	Vitals	t	-3
Broadsword	DX	Shield (Shield)	None		5	Face	-5(f)/-7(b)	-	Eye‡		-9
Eyes	Skull	Lo	c. HP	#	6–7	Right Leg	-2	-	Ear		-7
DR: 0	DR: 16	Eve		"	8	Right Arm	-2	-	Nose		-7
DB: 0	DB: 0				9–10	Chest*	-	_	Jaw		-6
Neck DR: 2	Face DR: 0	Ski			11	Abdomen*	-1	_	Spine	ş	-8
DB: 0	DB: 0				12	Left Arm	-2	-	Limb \	/ein/Artery	¶ -5
Taura		Tor			13–14	Left Leg	-2	_		Vein/Artery	
Torso DR: 12/5*+2	_ Arr				15	Hand	-4	_	Arm/L	eg Joint*	-5
DB: 0		2 Arn			16	Foot	-4	_		Foot Joint*	* -7
			nds 5		17-18	Neck	-5	-	Groin		-3
		lands Loc				g with crushing, impalin					ead
		DR: 2* Fee	·			rgetable by crushing, in					
					Only ta     Sonly ta	rgetable by impaling, pi rgetable by crushing, cu	ercing, and tig	ht-beam bi	urning atta	acks beam burning	attacks
a -		-	nus DR: 0			rgetable by cutting, imp					anaono
W		-	nus DB: <mark>2</mark>			rgetable by crushing, c					
	Groi	in 12/5*+2 No	tes:			Hit Location, p. B398, I , p. MA137, and Hit Loc			it Locatior	<i>Table</i> , p. B55	2, New Hit
2 2	DB:				LUCATION	· •					
$\left( \begin{array}{c} 2 \\ 0 \end{array} \right) $						-	IOID ARM	OR GA	PS TAI		
	Legs DR: 2				Gap	Location		Gap		Location	
	DB: 0				Armpit		-8		Elbow	Arm Joint	
	Feet					f Knee Leg Joint	-8	Neck		Neck	-8
13	DR: 5/2				Eyes	Eyes	-10	Open	Palm	Hand	-6(u)/-8(a)
and	DB: 0				Groin	Groin	-3				
* Includes: +1 from	n 'Combat Reflexes	5'			· · · · · ·	getable by impaling atta			arm		
				4.115	See also	Harsh Realism – Armo	<i>or Gaps</i> , p. LT1	01.			
HP		×HP -2×h	-31 -32 -42 -43 -44 -45				TECHN	IIQUES			
98765-5-		-16 -17 -18 -28 -29 -30 -21 -22 -23 -33 -34 -35			Name				Level	Relative	Pts
		-26 -27 -38 -39 -40		-66 -67 -68 -69	Acroba	tic Stand (Acroba	atics) {p. M	A65}	14	def+6	[ 6]
HP loss effects are				FP loss.		ing (Judo) {p. MA			15	def+1	[ 2]
less than 1/3 HP: [	Dodge/2 and Move	e/2 (round up).				Strike (Karate) {p.		32}	14	def+1	11
			below 0 vs. uncons n you choose a man			ed Attack (Knife 1			12	def+1	21
	Immediately and at Do Nothing.	tine start of any turi	n you choose a man	euver other than	{p. MA	N		<i>'</i>			1
-1×HP or less: N	Make a HT roll vs.	death immediately	and for every full mu	Itiple of HP below							
	0. Immodiata daath										
	Immediate death.										
	<b>VII</b> "	oss effects are cum ared from HP loss.	ulative with each oth	er and any effects							
121110980-	-1 -2 -3 -4		e/2, Move/2, and ST	/2 (round up); ST							
7 6 5 4 3 -5 - 2 1 -10 -	-6 - 7 -8 -9	loss d	loes not effect ST-b	ased quantities,							

121110980-1-2-3-4	Suilered Hom 1/2		ad CT/Q (reund up): CT						
<b>Iess than 1/3 FP:</b> Dodge/2, Move/2, and ST/2 (round up); ST									
loss does not effect ST-based quantities,									
		such as HP and dan							
	0 FP or le	ss: Make a Will roll vs. i							
			than Do Nothing, on a						
			an immediate HT roll						
		vs. heart attack; eve							
		causes an equal los							
	-1×FP or le	ss: Immediate unconsci	ousness; you can no						
		longer lose FP, furth	ner FP costs are lost						
		from your HP instea	d.						
		•							
	SLAM	TABLE							
1	2–3	4–7	8						
1d-3	1d-2	1d-1	1d						
10-5	10-2	10-1	IU						

	LOAD-OUTS « Combat »	Cost	Weight
1	Combat	7445	38.2 lb
1	Contents - Cost: 7445, Weight: 38.2 lb Armor	3055	21.2 lb
· ·	Contents - Cost: 3055, Weight: 21.2 lb		
1	VaulTec Jumpsuit	1800	8 lb
	Description: A TL9 blue, long sleeved jumpsuit, yello and a large 03 in a circle on the back. Armored, win	d absorbing, w	vater proof,
	breathable and can be worn layered without penalty torso, limbs, neck and skull. Additional, it gives +1 to		
	cold.	o rono agamor	inout uno
	Notes: [notes] Location: limbs, neck, skull, torso, groin		
1	Leather Gloves {p. B284}	30	_
	Description: TL:1 LC: DR:2* Locations: hands Location: hands		
1	Mehler MIL-100, Boots {p. B284}	75	2.2 lb
	Description: TL:8 LC: DR:5/2 Notes: [2,6] Conceal Split DR: use the higher DR only if the attack strikes		
	or skull (if headgear), or underside of the foot (if foo Notes: [2,6]	twear).	
	Location: feet		
1	MilTek BBP, Vest {p. HT67}	900	8 lb
	Description: TL:8 LC:2 DR:12/5* Location: torso, groin		
1	MilTek BHP, Helmet {p. HT70}	250	3 lb
	Description: TL:8 LC:3 DR:12 Location: skull		
1	VaulTec Load Bearing Gear	4330	9.5 lb
	{p. B289}		
	Per Unit - Cost: 250, Weight: 2 lb Contents - Cost: 4080, Weight: 7.5 lb		
	Description: Notes: TL:9, belt and suspenders with pou		s for gear.
1	Enough space for 20 lbs of gear which can be access v KaBar Defender (Superfine Small	180	8 oz
	Knife) (Superfine, *6) {p. B272,		
	B276}		
	Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 im Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1]		Dam:sw-3
	cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thru	st Dam:thr-1 ir	mp Reach:C
	Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. S Ranged Weapon Table (p. 275)]	See Muscle Po	wered
~	Notes: [[1]]	0.10	
6	Stimpack Per Unit - Cost: 40	240	_
	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	wound, anothe	er for the exit
	the war, and any surviving high-tech medlabs can p	roduce these.	Form:
	Injection. Injections require a First Aid roll with a +2	roduce these. bonus. It takes	Form: s about 1
	Injection. Injections require a First Aid roll with a +2 second to apply one Stimpack. Drawbacks: None. T immediately.	roduce these. bonus. It takes ime: Takes eff	Form: s about 1 fect
1	Injection. Injections require a First Aid roll with a +2 second to apply one Stimpack. Drawbacks: None. T immediately. Thrusting Broadsword (Superfine)	roduce these. bonus. It takes	Form: s about 1
1	Injection. Injections require a First Aid roll with a +2 second to apply one Stimpack. Drawbacks: None. T immediately. Thrusting Broadsword (Superfine) (Weapon Master Damage Bonus,	roduce these. bonus. It takes ime: Takes eff	Form: s about 1 fect
1	Injection. Injections require a First Aid roll with a +2 second to apply one Stimpack. Drawbacks: None. T immediately. Thrusting Broadsword (Superfine) (Weapon Master Damage Bonus, +0; Superfine, *6) {p. B271}	roduce these. bonus. It takes ime: Takes eff 3600	Form: s about 1 fect 3 lb
1	Injection. Injections require a First Aid roll with a +2 second to apply one Stimpack. Drawbacks: None. T immediately. Thrusting Broadsword (Superfine) (Weapon Master Damage Bonus, +0; Superfine, *6) {p. B271} Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Rear	roduce these. bonus. It takes ime: Takes eff 3600 Reach:1 Parry	Form: s about 1 ject 3 lb y:0 ST:10
	Injection. Injections require a First Aid roll with a +2 second to apply one Stimpack. Drawbacks: None. T immediately. Thrusting Broadsword (Superfine) (Weapon Master Damage Bonus, +0; Superfine, *6) {p. B271} Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Read Skill:Broadsword]	roduce these. bonus. It takes ime: Takes eff 3600 Reach:1 Parry ch:1 Parry:0 S	Form: s about 1 ject 3 lb y:0 ST:10
1	Injection. Injections require a First Aid roll with a +2 second to apply one Stimpack. Drawbacks: None. T immediately. Thrusting Broadsword (Superfine) (Weapon Master Damage Bonus, +0; Superfine, *6) {p. B271} Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Rea Skill:Broadsword] Throwing Axe (Fine) (Fine	roduce these. bonus. It takes ime: Takes eff 3600 Reach:1 Parry	Form: s about 1 iect 3 lb /:0 ST:10 T:10
	Injection. Injections require a First Aid roll with a +2 second to apply one Stimpack. Drawbacks: None. T immediately. Thrusting Broadsword (Superfine) (Weapon Master Damage Bonus, +0; Superfine, *6) {p. B271} Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Read Skill:Broadsword] Throwing Axe (Fine) (Fine Quality, *1) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut	roduce these. bonus. It take: ime: Takes eff 3600 Reach:1 Parry ch:1 Parry:0 S 60 ut Acc:2	Form: s about 1 iect 3 lb r:0 ST:10 T:10 4 lb
	Injection. Injections require a First Aid roll with a +2 second to apply one Stimpack. Drawbacks: None. T immediately. Thrusting Broadsword (Superfine) (Weapon Master Damage Bonus, +0; Superfine, *6) {p. B271} Description: TL:2LC:4, [Mode:swing Dam:sw+1 cut Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Read Skill:Broadsword] Throwing Axe (Fine) (Fine Quality, *1) {p. B271, B276} Description: TL:0LC:4, [Mode: thrown Dam:sw+2 cut Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk::5 cut Reach:1 Parry:0U ST:11 Skill:Xxe/Mace Notes:	roduce these. bonus. It takes ime: Takes eff 3600 Reach:1 Parry:0 S 60 it Acc:2 ], [Mode:swing	Form: s about 1 iect 3 lb y:0 ST:10 T:10 4 lb g Dam:sw+2
	Injection. Injections require a First Aid roll with a +2 second to apply one Stimpack. Drawbacks: None. T immediately. Thrusting Broadsword (Superfine) (Weapon Master Damage Bonus, +0; Superfine, *6) {p. B271} Description: TL:2LC:4, [Mode:swing Dam:sw+1 cut Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Rea- Skill:Broadsword] Throwing Axe (Fine) (Fine Quality, *1) {p. B271, B276} Description: TL:0LC:4, [Mode: thrown Dam:sw+2 cut Range:ST1/ST1.5 RoF:1 Shots:T(1) ST111 Bulk:-3 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: Muscle Powered Ranged Weapon Table (p. 275)]	roduce these. bonus. It takes ime: Takes eff 3600 Reach:1 Parry:0 S 60 it Acc:2 ], [Mode:swing	Form: s about 1 iect 3 lb y:0 ST:10 T:10 4 lb g Dam:sw+2
	Injection. Injections require a First Aid roll with a +2 second to apply one Stimpack. Drawbacks: None. T immediately. Thrusting Broadsword (Superfine) (Weapon Master Damage Bonus, +0; Superfine, *6) {p. B271} Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Read Skill:Broadsword] Throwing Axe (Fine) (Fine Quality, *1) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: ] Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]]	roduce these. bonus. It takes ime: Takes eff 3600 Reach:1 Parry:0 S 60 it Acc:2 ], [Mode:swing	Form: s about 1 iect 3 lb y:0 ST:10 T:10 4 lb g Dam:sw+2
1	Injection. Injections require a First Aid roll with a +2 second to apply one Stimpack. Drawbacks: None. T immediately. Thrusting Broadsword (Superfine) (Weapon Master Damage Bonus, +0; Superfine, *6) {p. B271} Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Read Skill:Broadsword] Throwing Axe (Fine) (Fine Quality, *1) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut Range:ST'1/ST'1.5 RoF:1 Shots:T(1) ST:11 Bulk:-2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Medium Plastic Shield {p. B273, B287}	roduce these. bonus. It takes ime: Takes eff 3600 Reach:1 Parry:0 S 60 it Acc:2 ], [Mode:swing [1] Can be thro 60	Form: s about 1 iect 3 lb y:0 ST:10 T:10 4 lb g Dam:sw+2 own. See 7.5 lb
1	Injection. Injections require a First Aid roll with a +2 second to apply one Stimpack. Drawbacks: None. T immediately. Thrusting Broadsword (Superfine) (Weapon Master Damage Bonus, +0; Superfine, *6) {p. B271} Description: TL:2LC:4, [Mode:swing Dam:sw+1 cut Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Read Skill:Broadsword] Throwing Axe (Fine) (Fine Quality, *1) {p. B271, B276} Description: TL:0LC:4, [Mode: thrown Dam:sw+2 cut Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3 cut Reach:1 Parry:0U ST:11 Skill:Xxe/Mace Notes: [Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Medium Plastic Shield {p. B273, B287} Description: TL:7 LC:4 DB:2 Dam:thr cr Reach:1 Parry:	roduce these. bonus. It takes ime: Takes eff 3600 Reach:1 Parry:0 S 60 It Acc:2 I], [Mode:swing 1] Can be thre 60 No ST: DR:7	Form: s about 1 iect 3 lb r:0 ST:10 7:10 4 lb g Dam:sw+2 own. See 7.5 lb r:HP:40
1	Injection. Injections require a First Aid roll with a +2 second to apply one Stimpack. Drawbacks: None. T immediately. Thrusting Broadsword (Superfine) (Weapon Master Damage Bonus, +0; Superfine, *6) {p. B271} Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Rear Skill:Broadsword] Throwing Axe (Fine) (Fine Quality, *1) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut Range:ST1/ST1.5 RoF:1 Shots:T(1) ST:11 Bulk:-2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Medium Plastic Shield {p. B273, B287} Description: TL:7 LC:4 DB:2 Dam:thr cr Reach:1 Parry: Skill:Shield (Shield) Notes: [2,3,4] Can be used offensiv (see the Melee Weapon Table p. B273) or shield rush (	roduce these. bonus. It takes ime: Takes eff 3600 Reach:1 Parry:0 S 60 it Acc:2 i], [Mode:swing [1] Can be thro 60 No ST: DR:7 rely with a shid see Slam, p. E	Form: s about 1 iect 3 lb y:0 ST:10 T:10 4 lb g Dam:sw+2 own. See 7.5 lb HP:40 eld bash 3371). At
1	Injection. Injections require a First Aid roll with a +2 second to apply one Stimpack. Drawbacks: None. T immediately. Thrusting Broadsword (Superfine) (Weapon Master Damage Bonus, +0; Superfine, *6) {p. B271} Description: TL:2LC:4, [Mode:swing Dam:sw+1 cut Skill:Broadsword], [Mode:thrust Dam:thr+2 imp Rea Skill:Broadsword] Throwing Axe (Fine) (Fine Quality, *1) {p. B271, B276} Description: TL:0LC:4, [Mode: thrown Dam:sw+2 ct Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3 cut Reach:1 Parry:0U ST:11 Skill:Xae/Mace Notes: Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Medium Plastic Shield {p. B273, B287} Description: TL:7 LC:4 DB:2 Dam:thr cr Reach:1 Parry: Skill:Shield (Shield) Notes: [2,3,4] Can be used offensis (see the Melee Weapon Table p. B273) or shield rush (	roduce these. bonus. It takes ime: Takes eff 3600 Reach:1 Parry:0 S 60 It Acc:2 ], [Mode:swin; [1] Can be thro 60 No ST: DR:7 rely with a shie see Slam, p. E a spike to incr	Form: s about 1 iect 3 lb r:0 ST:10 4 lb g Dam:sw+2 own. See 7.5 lb : HP:40 sld bash 3371). At rease
1	Injection. Injections require a First Aid roll with a +2 second to apply one Stimpack. Drawbacks: None. T immediately. Thrusting Broadsword (Superfine) (Weapon Master Damage Bonus, +0; Superfine, *6) {p. B271} Description: TL:2 LC:4, [Mode:swing Dam:sw+1 cut Skill:Broadsword]. [Mode:thrust Dam:thr+2 imp Rea Skill:Broadsword] Throwing Axe (Fine) (Fine Quality, *1) {p. B271, B276} Description: TL:0 LC:4, [Mode: thrown Dam:sw+2 cut Range:ST*1/ST*1.5 RoF:1 Shots:T(1) ST:11 Bulk:-3 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace Notes: Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]] Medium Plastic Shield {p. B273, B287} Description: TL:7 LC:4 DB:2 Dam:thr cr Reach:1 Parry: Skill:Shield (Shield) Notes: [2,3,4] Can be used offensiv (see the Melee Weapon Table p. B273) or shield rush ( TL2+, you can give your small, medium, or large shield damage: add \$20 and 5 lbs. Also available as a buckle in one turn and drop it as a free action, just like a weap	roduce these. bonus. It takes ime: Takes eff 3600 Reach:1 Parry:0 S 60 it Acc:2 i), [Mode:swing [1] Can be thro 60 No ST: DR:7 rely with a shii see Slam, p. E a spike to inco r. You can rea on - but it alwa	Form: s about 1 ect 3 lb r:0 ST:10 T:10 4 lb g Dam:sw+2 pwn. See 7.5 lb 7.5 lb 7.5 lb 7.5 lb 7.5 lb rHP:40 eld bash 3371). At rease dy a buckler ays occupies
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			Human
	LOAD-OUTS (continued)		
Qty	Rucksack	Cost	Weight
1	Backpack, Frame {p. B288}	1394	64.65 lb
2	reFresh Filtration, Canteen Per Unit - Cost: 180, Weight: 3 lb	360	6 lb
	Description: 1; Purifies 11 30' - impurities, salts, microbe uses - color indictes replacement	s, poisons; F	ilter 100
3	Camel Bag	60	24.75 lb
	Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho in the backpack.	se allows dri	nking when
1	Pouch {p. B288} Per Unit - Cost: 10 Description: TL:0 Notes: Holds 3 lbs.	10	_
0	Caps	0	-
1	Description: The Post Nuclear War Currency H&K USP II, 7.5mmCLP (Automatic	450	2 lb
	Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d pi Ad		50/1900
1	RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RcI:2 Skill:Guns (Pist H&K USP II, 7.5mmCLP	ol) 14	8 oz
<u> </u>	(Ammunition)	14	0 02
1	MilTek Visor, Helmet Mod {p. HT70}	200	1.4 lb
	Description: TL:8 LC:3 DR:10 Location: eyes, face		
	Totals:	1394	64.65 lb
	SCRATCH PAD		
<b>D</b>			
Initia	Character Creation	total) <mark>0</mark>	
	acter created using GURPS Character Assist	ant 4	
	TS SUMMARY		Pts
Basic	Attributes, Secondary Characteristics		[ 165]
Adva	ntages, Perks		[ 66]
	Ivantages, Quirks		[ -55 ]
SKIIIS	, Techniques Total Points	Snent	[ 69 ] <b>245</b>
	Unspent		<b>24</b> 5 5