



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

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

Spent: 245  
 Unspent: 5

**CHARACTER SHEET**

|                     |                     |                            |
|---------------------|---------------------|----------------------------|
| <b>ST</b> 14 [ 40]  | <b>HP</b> 14 [ 0]   | <b>Basic Speed</b> 7 [ 5]  |
| <b>DX</b> 15 [ 100] | <b>Will</b> 10 [ 0] | <b>Basic Move</b> 7 [ 0]   |
| <b>IQ</b> 10 [ 0]   | <b>Per</b> 10 [ 0]  | <b>BL</b> 39 lb (ST×ST)/5  |
| <b>HT</b> 12 [ 20]  | <b>FP</b> 12 [ 0]   | <b>Thr</b> 1d <b>Sw</b> 2d |
| <b>TL</b> 9 [ 0]    | <b>SM</b> +0        |                            |

|                |                  |                   |
|----------------|------------------|-------------------|
| 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              | « None » | Light | Med    | Hvy    | X-Hvy  |
| Lifting           | x1       | x2    | x3     | x6     | x10    |
| Basic             | 39 lb    | 78 lb | 117 lb | 234 lb | 390 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         | 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 § Lose 1 FP/sec while over X-Hvy enc.

| REACTION MODIFIERS |  |
|--------------------|--|
| Appearance: +0     |  |
| Status: +0         |  |
| Other: +0*         |  |

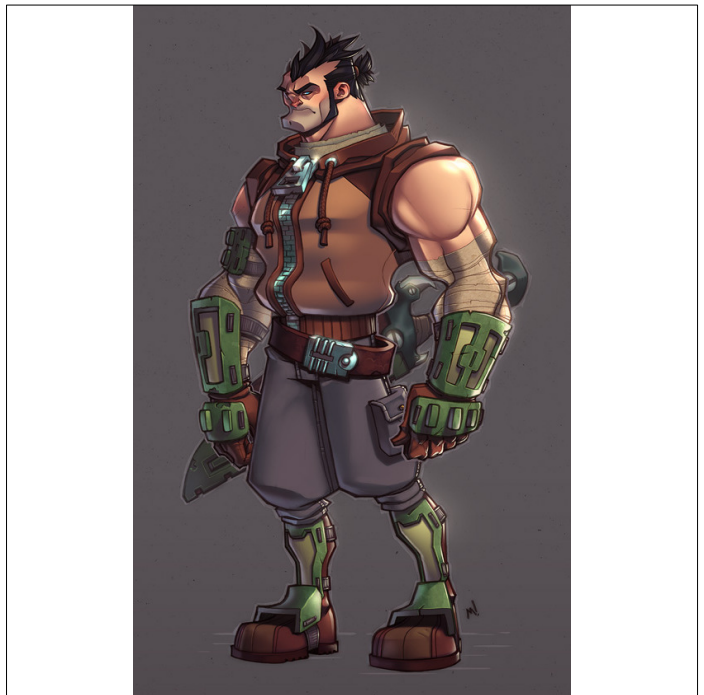
\* Conditional: +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, -2 from 'On the Edge' when people witness behavior, +2 from 'On the Edge' when witnessed by people who value bravery over self-preservation, +2 from 'Overconfidence' when young or naive individuals,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

| TEMPLATES AND META-TRAITS   |            |
|---|------------|
| <b>Name</b>   | <b>Pts</b> |
| Military Hand-To-Hand - VaultTec 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-to-hand 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   |            |
|--|------------|
| <b>Name</b>  | <b>Pts</b> |
| 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   |            |
|---|------------|
| <b>Name</b>   | <b>Pts</b> |
| Style Familiarity (Military Hand-to-Hand - VaultTec Close Combat Training) {p. MA182} | [ 1 ]      |

| DISADVANTAGES                               |            |
|---|------------|
| <b>Name</b>                                 | <b>Pts</b> |
| 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 ]     |
| Sense of Duty (Team; Small Group) {p. B153} | [ -5 ]     |



| QUIRKS  |            |
|---|------------|
| <b>Name</b>   | <b>Pts</b> |
| 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   |       |          |       |
|--|-------|----------|-------|
| DX based   | Level | Relative | Pts   |
| 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   | Level | Relative | Pts   |
| 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-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 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 / 14 yd     | 1   | T(1)    | 5  | -1   | —   | 4  |       |
| 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 |
|------------|-------|-----------------|-------|-------|
| 13*        | 11*   | 12*             | 11*   |       |
| Broadsword | DX    | Shield (Shield) | None  |       |

**DR/DB Values:**  
 Eyes: DR: 0, DB: 0  
 Neck: DR: 2, DB: 0  
 Torso: DR: 12/5+2, DB: 0  
 Arms: DR: 2, DB: 0  
 Hands: DR: 2\*, DB: 0  
 Groin: DR: 12/5+2, DB: 0  
 Legs: DR: 2, DB: 0  
 Feet: DR: 5/2, DB: 0  
 Skull: DR: 16, DB: 0  
 Face: DR: 0, DB: 0

**Loc. HP #**  
 Eyes: 2  
 Neck: —  
 Skull: —  
 Face: —  
 Torso: —  
 Groin: —  
 Arms: 8  
 Hands: 5  
 Legs: 8  
 Feet: 5

**Bonus DR: 0**  
**Bonus DB: 2**

**Notes:**

\* Includes: +1 from 'Combat Reflexes'

| HP             | 0 HP            | -1xHP          | -2xHP          | -3xHP          | -4xHP          |
|----------------|-----------------|----------------|----------------|----------------|----------------|
| 14 13 12 11 10 | 0 -1 -2 -3 -4   | 14 13 12 11 10 | 28 27 26 25 24 | 42 41 40 39 38 | 56 55 54 53 52 |
| 9 8 7 6 5      | -5 -6 -7 -8 -9  | 19 20 21 22 23 | 33 34 35 36 37 | 47 48 49 50 51 | 61 62 63 64 65 |
| 4 3 2 1        | -10 -11 -12 -13 | 24 25 26 27    | 38 39 40 41    | 52 53 54 55    | 66 67 68 69    |

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

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

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

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

-5xHP or less: Immediate death.

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

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

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

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

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

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

| 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.

| 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 ] |

