



Name: Tara 'Texas' Knox
 Race: Human
 Appearance:

Player: Anja Koschmann
 Ht: 1.80m Wt: 130lbs Age: 23

Spent: 252
 Unspent: 3

CHARACTER SHEET

| | | |
|----------------------|----------------------|------------------------------|
| ST 10 [0] | HP 10 [0] | Basic Speed 6 [0] |
| DX 13 [60] | Will 15 [0] | Basic Move 6 [0] |
| IQ 15 [100] | Per 15 [0] | BL 20 lb (ST×ST)/5 |
| HT 11* [10] | FP 11 [0] | Thr 1d-2 Sw 1d |
| TL 9 [0] | | SM +0 |

* Conditional: +3 from 'Sleeping Bag, Insulated' when resisting freezing

| | | |
|----------------|------------------|-------------------|
| Vision 15 | Fright Check 15 | High Jump 2.17 ft |
| Hearing 15 | Consciousness 11 | Money -10450 |
| Touch 15 | Death Check 11 | |
| Taste/Smell 15 | Broad Jump 3 yd | |

ENCUMBRANCE TABLE

| Name | « None » | Light | Med | Hvy | X-Hvy |
|----------|----------|-------|-------|--------|--------|
| Lifting | x1 | x2 | x3 | x6 | x10 |
| Basic | 20 lb | 40 lb | 60 lb | 120 lb | 200 lb |
| Movement | x1 | x0.8 | x0.6 | x0.4 | x0.2 |
| Ground | 6 yd | 4 yd | 3 yd | 2 yd | 1 yd |
| Water | 1 yd | 1 yd | 1 yd | 1 yd | 1 yd |
| Jump | 6 yd | 4 yd | 3 yd | 2 yd | 1 yd |
| Dodge | 9 | 8 | 7 | 6 | 5 |

LIFTING FEATS

| Name | 1-Hand Lift* | 2-Hand Lift† | Shove / Over‡ | Carry on Back§ | Shift Slightly |
|-------|--------------|--------------|---------------|----------------|----------------|
| Basic | 40 lb | 160 lb | 240 lb | 300 lb | 1000 lb |

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

REACTION MODIFIERS

Appearance: +1*
 * Includes: +1 from 'Appearance'
 Status: +0
 Other: +2†
 † Includes: +2 from 'Charisma'; Conditional: +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, +2 from 'Social Engineer' when none, +1 from 'Compulsive Carousing' when from like-minded extroverts, -1 from 'Compulsive Carousing' when from sober-minded citizens (upto -4), +1 from 'Merchant' when buying or selling, +2 from 'Voice' when your voice can be heard

CULTURAL FAMILIARITIES

| Name | Pts |
|-----------------------------------|-------|
| Pre-War Western (Native) {p. B23} | [0] |

LANGUAGES

| Name | Spoken | Written | Pts |
|---------------------------|--------|---------|-------|
| English (Native) {p. B24} | Native | Native | [0] |

TEMPLATES AND META-TRAITS

| Name | Pts |
|--|-------|
| Vault Dweller {p. Wiki} | [0] |
| Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes. In the course of your life, you have learned the following skills: History (The Old World), NBC Suit, Savoir-Faire (Vault), Computer Operation, Soldier, Area Knowledge (Newwada), Driving (Automobile), First Aid (Human), Guns (Pistol). You also will have the Advantage Luck, the Disadvantage Sense of Duty (Team) as well as the quirk Bunker4Life. | |

ADVANTAGES

| Name | Pts |
|--|--------|
| Appearance (Attractive) {p. B21} | [4] |
| Charisma 2 {p. B41} | [10] |
| Gizmo 1 {p. B58} | [5] |
| Luck {p. B66, P59} | [15] |
| Mimicry {p. B68, P60} | [10] |
| Roll to Mimic/Memorize: 15 (IQ) | |
| Rapier Wit {p. B79, P70} | [5] |
| Roll to outwit: 20 (Public Speaking) | |
| Social Engineer 2 {p. B89} | [20] |
| Description: This Talent gives +1 to Acting, Carousing, Detect Lies, Disguising, Diplomacy, Fast-Talk, Intimidation, Leadership, Politics, Public Speaking, Savoir-Faire, Streetwise | |
| Voice {p. B97} | [10] |

PERKS

| Name | Pts |
|-------------------------------|-------|
| Honest Face {p. B100, PU2:4} | [1] |
| No Hangover {p. B100, PU2:14} | [1] |

DISADVANTAGES

| Name | Pts |
|---|---------|
| Compulsive Carousing (12 or less, *1) {p. B128} | [-5] |
| Impulsiveness (12 or less, *1) {p. B139} | [-10] |
| Selfish (12 or less, *1) {p. B153} | [-5] |
| Sense of Duty (Team) (Small Group) {p. B153} | [-5] |
| Slow Riser {p. B155} | [-5] |
| Trademark (Pokerchip) (Simple) {p. B159} | [-5] |
| Trickster (12 or less, *1) {p. B159} | [-15] |

QUIRKS

| Name | Pts |
|---|--------|
| Broad-Minded {p. B164} | [-1] |
| Bunker4Life | [-1] |
| Description: You've grown up in a bunker, have never seen the light of day and act accordingly. | |
| Chauvinistic {p. B164} | [-1] |
| Dislikes Machos {p. B164} | [-1] |
| Likes America {p. B163} | [-1] |

| SKILLS | | | |
|--|-------|----------|-------|
| Name | Level | Relative | Pts |
| Acting {p. B174} | 17* | IQ+2 | [2] |
| Area Knowledge (Free Nevada) {p. B176} | 15 | IQ+0 | [1] |
| Body Language (Human) {p. B181} | 14 | Per-1 | [1] |
| Brawling {p. B182} Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 10 | 14 | DX+1 | [2] |
| Carousing {p. B183} | 14† | HT+3 | [2] |
| Computer Operation/TL9 {p. B184} | 15 | IQ+0 | [1] |
| Connoisseur (Literature) {p. B185} | 14 | IQ-1 | [1] |
| Dancing {p. B187} | 12 | DX-1 | [1] |
| Detect Lies {p. B187} | 15† | Per+0 | [1] |
| Diplomacy {p. B187} | 18‡ | IQ+3 | [2] |
| Disguise/TL9 (Human) {p. B187} | 17§ | IQ+2 | [2] |
| Driving/TL9 (Automobile) {p. B188} | 12 | DX-1 | [1] |
| Driving/TL9 (Motorcycle) {p. B188} | 12 | DX-1 | [1] |
| Electronics Operation/TL9 (Communications) {p. B189} | 14 | IQ-1 | [1] |
| Erotic Art (Human) {p. B192, S224} | 13 | DX+0 | [2] |
| Fast-Draw (Pistol) {p. B194} | 13 | DX+0 | [1] |
| Fast-Talk {p. B195} | 18‡ | IQ+3 | [1] |
| First Aid/TL9 (Human) {p. B195} | 15 | IQ+0 | [1] |
| Gambling {p. B197} | 14 | IQ-1 | [1] |
| Guns/TL9 (Pistol) {p. B198} | 13 | DX+0 | [1] |
| Guns/TL9 (Rifle) {p. B198} | 13 | DX+0 | [1] |
| History (The Old World) {p. B200} | 13 | IQ-2 | [1] |
| Holdout {p. B200} | 14 | IQ-1 | [1] |
| Interrogation {p. B202} | 14 | IQ-1 | [1] |
| Intimidation {p. B202} | 16¶ | Will+1 | [1] |
| Leadership {p. B204} | 18** | IQ+3 | [1] |
| Lip Reading {p. B205} | 14 | Per-1 | [1] |
| Merchant {p. B209} | 16 | IQ+1 | [4] |
| NBC Suit/TL9 {p. B192} | 12 | DX-1 | [1] |
| Politics {p. B215} | 18†† | IQ+3 | [1] |
| Propaganda/TL9 {p. B216} | 14 | IQ-1 | [1] |
| Psychology (Human) {p. B216} | 13 | IQ-2 | [1] |
| Public Speaking {p. B216} | 20‡‡ | IQ+5 | [1] |
| Savoir-Faire (Vault) {p. B218} | 17¶ | IQ+2 | [1] |
| Sex Appeal (Human) {p. B219, S224} | 15§§ | HT+4 | [4] |
| Sleight of Hand {p. B221} | 13 | DX+0 | [4] |
| Soldier/TL9 {p. B221} | 14 | IQ-1 | [1] |
| Staff {p. B208} Parry: 11 | 12 | DX-1 | [1] |
| Stealth {p. B222} | 12 | DX-1 | [1] |
| Streetwise {p. B223} | 16¶ | IQ+1 | [1] |
| Wrestling {p. B228} Parry: 9 | 12 | DX-1 | [1] |
| | | | |
| | | | |
| | | | |
| | | | |
| * Includes: +2 from 'Social Engineer'; Conditional: +2 from 'Mimicry' when impersonating someone else, +1 from 'Honest Face' when acting innocent † Includes: +2 from 'Social Engineer' ‡ Includes: +2 from 'Social Engineer', +2 from 'Voice'; Conditional: +2 from 'Charisma' when making Influence rolls § Includes: +2 from 'Social Engineer'; Conditional: +1 from 'Hoffman Suitcase, Disguise Kit' ¶ Includes: +2 from 'Social Engineer'; Conditional: +2 from 'Charisma' when making Influence rolls ** Includes: +2 from 'Charisma', +2 from 'Social Engineer' †† Includes: +2 from 'Social Engineer', +2 from 'Voice' ‡‡ Includes: +2 from 'Charisma', +2 from 'Social Engineer', +2 from 'Voice' §§ Includes: +1 from 'Appearance', +2 from 'Voice'; Conditional: +2 from 'Charisma' when making Influence rolls | | | |

| MELEE ATTACKS | | | | | | | | |
|--|-------|-------|-------------|-------|----|----|----|-------|
| Non-Equipment based | Skill | Parry | Damage | Reach | ST | Wt | LC | Notes |
| Brawling: Punch <i>Skill used: Brawling</i> | 14 | 10 | 1d-3 cr | C | - | - | - | |
| Brawling: Bite <i>Skill used: Brawling</i> | 14 | - | 1d-3 cr | C | - | - | - | |
| Brawling: Kick <i>Skill used: Brawling-2</i> | 12 | - | 1d-2 cr | C,1 | - | - | - | |
| Equipment based | Skill | Parry | Damage | Reach | ST | Wt | LC | Notes |
| KaBar Defender Combat Knife: Swing <i>Skill used: DX-4</i> | 9 | 6 | 1d-1(2) cut | C,1 | 5 | .5 | 4 | |
| KaBar Defender Combat Knife: Thrust <i>Skill used: DX-4</i> | 9 | 6 | 1d-1(2) imp | C | 5 | .5 | 4 | [1] |
| Quarterstaff: Staff Swing <i>Skill used: Staff</i> | 12 | 11 | 1d+2 cr | 1, 2 | 7† | 4 | 4 | |
| Quarterstaff: Staff Thrust <i>Skill used: Staff</i> | 12 | 11 | 1d cr | 1, 2 | 7† | 4 | 4 | |
| Quarterstaff: 2H Sword Swing <i>Skill used: DX-5</i> | 8 | 7 | 1d+2 cr | 1, 2 | 9† | 4 | 4 | |
| Quarterstaff: 2H SwordThrust <i>Skill used: DX-5</i> | 8 | 7 | 1d-1 cr | 2 | 9† | 4 | 4 | |
| Name | Skill | Parry | Damage | Reach | ST | Wt | LC | Notes |

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.

| RANGED ATTACKS | | | | | | | | | | | | |
|--|-------|-------------|-----|------------------|-----|---------|----|------|-----|----|----|-------|
| Name | Skill | Damage | Acc | Range | RoF | Shots | ST | Bulk | Rcl | Wt | LC | Notes |
| H&K USP III, 7.5mmCLP (Automatic Pistol) <i>Skill used: Guns (Pistol)</i> | 13 | 2d+2 pi | 2 | 150 yd / 1.08 mi | 3 | 30+1(3) | 9 | -2 | 2 | 2 | 3 | |
| KaBar Defender Combat Knife: Thrown <i>Skill used: DX-4</i> | 9 | 1d-1(2) imp | - | 5 yd / 10 yd | 1 | T(1) | 5 | -1 | - | .5 | 4 | |

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

| PARRY | PARRY | BLOCK | DODGE | OTHER |
|-------|-------|-------|-------|-------|
| 9 | 9 | 7 | 9 | |
| DX | DX | DX | None | |

| Loc. | HP | # |
|-------|----|---|
| Eyes | 2 | |
| Neck | - | |
| Skull | - | |
| Face | - | |
| Torso | - | |
| Groin | - | |
| Arms | 6 | |
| Hands | 4 | |
| Legs | 6 | |
| Feet | 4 | |

Bonus DR: 0
Bonus DB: 0
Notes:

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

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 | 3-5 | 6-7 |
| 1d-3 | 1d-2 | 1d-1 |

| TECHNIQUES | | | |
|------------|-------|----------|-----|
| Name | Level | Relative | Pts |
| | | | |

| HP | 0 HP | -1xHP | -2xHP | -3xHP | -4xHP |
|----------------------|---------------|----------------|---------------------|---------------------|---------------------|
| 10 9 8 7 6 5 4 3 2 1 | 0 -1 -2 -3 -4 | -5 -6 -7 -8 -9 | -10 -11 -12 -13 -14 | -15 -16 -17 -18 -19 | -20 -21 -22 -23 -24 |
| | | | | | |

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.

| LOAD-OUTS | | | |
|----------------|---|-------------|-----------------|
| Qty | Backpack | Cost | Weight |
| 1 | Mammut Backpack, Frame/TL9 {p. B288} Per Unit - Cost: 500, Weight: 6 lb Contents - Cost: 3450, Weight: 66.05 lb Description: TL:9 Notes: Holds 100 lbs. of gear, made from ultra light materials. | 3950 | 72.05 lb |
| 1 | airFresh Vapor, Canteen Description: 1l; Extracts 1l in 4 h at 50% humidity; Battery B/100l | 180 | 3 lb |
| 1 | Glow Stick, Light Source Description: 2m radius; white light; 24h | 25 | - |
| 1 | reFresh Filtration, Canteen Description: 1l; Purifies 1l 30' - impurities, salts, microbes, poisons; Filter 100 uses - color indicates replacement | 180 | 3 lb |
| 30 | VaulTec Survival Ration {p. UT73} Per Unit - Cost: 8, Weight: 3.2 oz Description: TL:9 Shelf-life of 15 years, needs 0.5l water | 240 | 6 lb |
| 1 | Swiss Army Knife Description: Screwdriver, scissory, small knife, file, tweezers, bottle opener and toothpick | 10 | 1.6 oz |
| 1 | Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits. | 5 | 1 lb |
| 1 | Atombrot, Candy Bar Description: vacuum-proof wrapper, counts as a meal | 10 | 1.6 oz |
| 300 | Caps Per Unit - Cost: 1, Weight: 2.56 dr Description: The Post Nuclear War Currency | 300 | 3 lb |
| 1 | Food Tablets {p. UT73} [2][1][10][9][8][7][6][5][4][3][2][1] Description: TL:9 12 Meals Shelf-life of 30 years | 340 | 1.6 oz |
| 3 | Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a hose allows drinking when in the backpack. | 60 | 24.75 lb |
| 1 | Sleeping Bag, Insulated {p. B288} Description: TL:7 Notes: +3 HT to resist freezing. | 100 | 15 lb |
| 1 | Hoffman Suitcase, Disguise Kit {p. B289} Description: TL:9 Notes: +1 to Disguise skill. An elaborate set of prosthetic devices, skin-tinting chemicals, and hormone sprays for disguising one person's appearance. Many components incorporate microelectromechanical systems that can mimic muscle twitches, realistic limbs, and other key characteristics. | 2000 | 10 lb |
| Totals: | | 3950 | 72.05 lb |
| Qty | Bases | Cost | Weight |
| 1 | Base Contents - Cost: 100, Weight: 31.5 lb | 100 | 31.5 lb |
| 2 | Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a hose allows drinking when in the backpack. | 40 | 16.5 lb |
| 30 | Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc. | 60 | 15 lb |
| Totals: | | 100 | 31.5 lb |
| Qty | Combat | Cost | Weight |
| 1 | Combat Contents - Cost: 36400, Weight: 29.8 lb | 36400 | 29.8 lb |
| 1 | Armor Contents - Cost: 2350, Weight: 19.1 lb | 2350 | 19.1 lb |
| 1 | VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellow stripes on the sides and a large 13 in a circle on the back. Armored (Flexible), wind absorbing, water proof, breathable and can be worn layered without penalty. Gives 2 DR on groin, torso, limbs, feet, hands, neck and skull. Additional, it gives +1 to rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands | 1800 | 9 lb |
| 1 | Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes underside of the foot (if footwear). Notes: [2,6] Location: feet | 75 | 2.2 lb |
| 1 | Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull | 125 | 2.2 lb |
| 1 | Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2' Notes: [1] Split DR: use the first, higher DR against piercing or cutting attacks; use the second, lower DR against all other damage types. Notes: [1] Location: torso, groin | 350 | 5.7 lb |
| 1 | VaulTec Load Bearing Gear {p. B289} Per Unit - Cost: 750, Weight: 2 lb Contents - Cost: 1520, Weight: 1.7 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. | 2270 | 3.7 lb |

| LOAD-OUTS (continued) | | | |
|-----------------------|---|--------------|----------------|
| Qty | Combat | Cost | Weight |
| 1 | VaulTec Load Bearing Gear {p. B289} | 2270 | 3.7 lb |
| 1 | Mini Vaultite .3, Flashlight Description: 15m beam; helm mountable; firearms rail compatible; Battery 24h, B | 150 | 3.2 oz |
| 1 | VaulTec Radio Headset Description: Secure; palm-sized; 10km range; low-res camera and screen for video transmitting; Battery 10h, 2B | 1000 | 8 oz |
| 1 | KaBar Defender Combat Knife (Superfine, *6) {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 cut Reach:C, 1 Parry:-1 ST:5 Skill:Knife], [Mode: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] | 300 | 8 oz |
| 1 | H&K USP III, 7.5mmCLP (Magazine, 30 rounds) | 70 | 8 oz |
| 1 | Rolex Explorer XXX, Watch/TL9 Description: Survival watch; BioMon (+1 Diag); Chronometer; GPS receiver; Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 km); Tiny Compu (1TB); 2D 1 inch display | 30000 | 4.8 oz |
| 1 | VerzPi (Pistol Holster) {p. B289} Per Unit - Cost: 350, Weight: 3.2 oz Contents - Cost: 1420, Weight: 2.5 lb Description: TL:9 Made out of ultra-tech fibers and meshes, this very light holster can fit any TL9 sidearm and one magazine. It gives +1 to Fast-Draw if worn in the open. | 1770 | 2.7 lb |
| 1 | H&K USP III, 7.5mmCLP (Automatic Pistol) [3][2][1][10][9][8][7][6][5][4][3][2][1] 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); The Heckler & Koch Universal Selbstlade Pistole III was the standart sidearm of various western law enforcement forces before the war. | 1350 | 2 lb |
| 1 | H&K USP III, 7.5mmCLP (Magazine, 30 rounds) | 70 | 8 oz |
| 1 | Quarterstaff {p. LT69} Description: TL:0 LC:4, [Dam:sw+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:thr+2 cr Reach:1, 2 Parry:2 ST:7 Skill:Staff, DX-5, Polearm-4, Spear-2], [Dam:sw+2 cr Reach:1, 2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], [Dam:thr+1 cr Reach:2 Parry:0 ST:9 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4] | 10 | 4 lb |
| Totals: | | 36400 | 29.8 lb |

SCRATCH PAD

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CAMPAIGN LOG

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

Initial Character Creation

Character created using GURPS Character Assistant 4

31.03.2012: 0 pts

| POINTS SUMMARY | Pts |
|---|------------|
| Basic Attributes, Secondary Characteristics | [170] |
| Advantages, Perks | [81] |
| Disadvantages, Quirks | [-55] |
| Skills, Techniques | [56] |
| Total Points Spent: | 252 |
| Unspent Points: | 3 |