



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

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

Spent: 254  
Unspent: 1

**CHARACTER SHEET**

<b>ST</b> 10 [ 0 ]	<b>HP</b> 10 [ 0 ]	<b>Basic Speed</b> 6 [ 0 ]
<b>DX</b> 13 [ 60 ]	<b>Will</b> 15 [ 0 ]	<b>Basic Move</b> 6 [ 0 ]
<b>IQ</b> 15 [ 100 ]	<b>Per</b> 15 [ 0 ]	<b>BL</b> 20 lb (ST×ST)/5
<b>HT</b> 11* [ 10 ]	<b>FP</b> 11 [ 0 ]	<b>Thr</b> 1d-2 <b>Sw</b> 1d
<b>TL</b> 9 [ 0 ]		<b>SM</b> +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 -10850
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 ]
Guns/TL9 (Shotgun) {p. B198}	13	DX+0	[ 1 ]
Guns/TL9 (Submachine Gun) {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	14	10	1d-3 cr	C	-	-	-	
Brawling: Bite	14	-	1d-3 cr	C	-	-	-	
Brawling: Kick	12	-	1d-2 cr	C,1	-	-	-	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
KaBar Defender Combat Knife: Swing	9	6	1d-1(2) cut	C,1	5	.5	4	
KaBar Defender Combat Knife: Thrust	9	6	1d-1(2) imp	C	5	.5	4	[1]
Quarterstaff: Staff Swing	12	11	1d+2 cr	1, 2	7†	4	4	
Quarterstaff: Staff Thrust	12	11	1d cr	1, 2	7†	4	4	
Quarterstaff: 2H Sword Swing	8	7	1d+2 cr	1, 2	9†	4	4	
Quarterstaff: 2H SwordThrust	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)	13	2d+2 pi	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	2	3	
KaBar Defender Combat Knife: Thrown	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	TECHNIQUES			
9	9	7	9		Name	Level	Relative	Pts
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:**

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
10 9 8 7 6 5 4 3 2 1 0	-1 -2 -3 -4	-10 -11 -12 -13 -14	-20 -21 -22 -23 -24	-30 -31 -32 -33 -34	-40 -41 -42 -43 -44
5 4 3 2 1 0	-5 -6 -7 -8 -9	-15 -16 -17 -18 -19	-25 -26 -27 -28 -29	-35 -36 -37 -38 -39	-45 -46 -47 -48 -49

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

LOAD-OUTS				LOAD-OUTS (continued)			
Qty	Backpack	Cost	Weight	Qty	Combat	Cost	Weight
1	<b>Mammut Backpack, Frame/TL9</b> {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	<b>VauTec Load Bearing Gear</b> {p. B289}	2670	4.1 lb
1	<b>airFresh Vapor, Canteen</b> Description: 1l; Extracts 1l in 4 h at 50% humidity; Battery B/100l	180	3 lb	1	<b>Mini Vaultite .3, Flashlight</b> Description: 15m beam; helm mountable; firearms rail compatible; Battery 24h, B	150	3.2 oz
1	<b>Glow Stick, Light Source</b> Description: 2m radius; white light; 24h	25	-	1	<b>VaulTec Radio Headset</b> Description: Secure; palm-sized; 10km range; low-res camera and screen for video transmitting; Battery 10h, 2B	1000	8 oz
1	<b>reFresh Filtration, Canteen</b> Description: 1l; Purifies 1l 30' - impurities, salts, microbes, poisons; Filter 100 uses - color indicates replacement	180	3 lb	1	<b>KaBar Defender Combat Knife</b> (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
30	<b>VaulTec Survival Ration {p. UT73}</b> Per Unit - Cost: 8, Weight: 3.2 oz Description: TL:9 Shelf-life of 15 years, needs 0.5l water	240	6 lb	1	<b>H&amp;K USP III, 7.5mmCLP</b> (Magazine, 30 rounds)	70	8 oz
1	<b>Swiss Army Knife</b> Description: Screwdriver, scissors, small knife, file, tweezers, bottle opener and toothpick	10	1.6 oz	2	<b>Stimpack</b> Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a Stimpack is injected into a wound, it instantly closes the wound and restores +5 hit points. Only one Stimpack can be used per wound, except for a gunshot wound which goes all the way through the patient (one stimpack for entry wound, another for the exit wound, heals a total of +10 hit points). Millions of stimpacks were made before the war, and any surviving high-tech medlabs can produce these. Form: Injection. Injections require a First Aid roll with a +2 bonus. It takes about 1 second to apply one Stimpack. Drawbacks: None. Time: Takes effect immediately.	400	6.4 oz
1	<b>Personal Basics {p. B288}</b> 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	<b>Rolex Explorer XXX, Watch/TL9</b> 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	<b>Atombrot, Candy Bar</b> Description: vacuum-proof wrapper, counts as a meal	10	1.6 oz	1	<b>VerzPi (Pistol Holster) {p. B289}</b> 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
300	<b>Caps</b> Per Unit - Cost: 1, Weight: 2.56 dr Description: The Post Nuclear War Currency	300	3 lb	1	<b>H&amp;K USP III, 7.5mmCLP</b> (Automatic Pistol) [30][29][28][27][26][25][24][23][22][21][20][19][18][17][16][15][14][13][12][11][10][9][8][7][6][5][4][3][2][1] Description: TL:9 LC: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	<b>Food Tablets {p. UT73}</b> [12][11][10][9][8][7][6][5][4][3][2][1] Description: TL:9 12 Meals Shelf-life of 30 years	340	1.6 oz	1	<b>H&amp;K USP III, 7.5mmCLP</b> (Magazine, 30 rounds)	70	8 oz
3	<b>Camel Bag</b> 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	<b>Quarterstaff {p. LT69}</b> 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
1	<b>Sleeping Bag, Insulated {p. B288}</b> Description: TL:7 Notes: +3 HT to resist freezing.	100	15 lb	<b>Totals: 36800 30.2 lb</b>			
1	<b>Hoffman Suitcase, Disguise Kit</b> {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	<b>SCRATCH PAD</b>			
<b>Totals: 3950 72.05 lb</b>							
<b>Qty</b>	<b>Bases</b>	<b>Cost</b>	<b>Weight</b>				
1	<b>Base</b> Contents - Cost: 100, Weight: 31.5 lb	100	31.5 lb				
2	<b>Camel Bag</b> 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	<b>Traveler's Rations {p. B288}</b> Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.	60	15 lb				
<b>Totals: 100 31.5 lb</b>							
<b>Qty</b>	<b>Combat</b>	<b>Cost</b>	<b>Weight</b>				
1	<b>Combat</b> Contents - Cost: 36800, Weight: 30.2 lb	36800	30.2 lb				
1	<b>Armor</b> Contents - Cost: 2350, Weight: 19.1 lb	2350	19.1 lb				
1	<b>VauTec jumpsuit</b> 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	<b>Mehler MIL-100, Boots {p. B284}</b> 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	<b>Mehler MIL-110, Helmet {p. B285}</b> Description: TL:8 LC:4 DR:5 Location: skull	125	2.2 lb				
1	<b>Mehler MIL-120, Vest {p. B284}</b> 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	<b>VaulTec Load Bearing Gear</b> {p. B289} Per Unit - Cost: 750, Weight: 2 lb Contents - Cost: 1920, Weight: 2.1 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.	2670	4.1 lb				

CAMPAIGN LOG	
Points: (logged) 0	+ (other) 0 = (total) 0
<b>Initial Character Creation</b>	
Character created using GURPS Character Assistant 4	
<i>31.03.2012: 0 pts</i>	
POINTS SUMMARY	
	Pts
Basic Attributes, Secondary Characteristics	[ 170 ]
Advantages, Perks	[ 81 ]
Disadvantages, Quirks	[ -55 ]
Skills, Techniques	[ 58 ]
<b>Total Points Spent:</b>	<b>254</b>
<b>Unspent Points:</b>	<b>1</b>