

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

CHARACTER SHEET

•	CHARA											
ST	10	[<mark>0</mark>]	HP	10	[<mark>0</mark>]	Basic Speed	6		[0]
DX	13	[<mark>60</mark>]	Will	15	[0]	Basic Move	6		[0]
IQ	15	[100]	Per	15	[0]	BL	20	b	(et	×ST)/5
ΗТ	11	[10]	FP	11	[0]	Thr 10	J-2	Sw		d
TL	9					[0]	SM	+0			
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Touc			15		h Chec		11		<i>.</i> ,			
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Lifting			×1	. "	×2		×3		×6			0
Basi			20 lb		40 lb	6	0 lb		20 lb		20Č	
Mover			×1	,	×0.8		<0.6		×0.4		×0	
Grou			<u>6 yd</u>		4 yd		yd_		2 yd			yd
Wate			<u>1 yd</u>		_1_yd		_yd_		_yd_			<u>vd</u>
Jum	р		6 yd		4 yd	3	l yd	2	2 yd			yd
							<u>-2</u>		-3			4
Dod	ge		9		8		7		6		5)
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Nam	ie		Lift		Lift [†]	0	ver‡	B	ack§	<u> </u>	ilig	htly
Basi	с		40 lb)	160 lb	24	10 lb	30	00 lb	1	00	0 lb
* Take	es 2 secono	ds to c	omplete			‡ Doubl	e with a	a runnin	g start			
† Take	es 4 secon	ids to c	complete		i :	§ Lose 1	1 FP/se	c while	over X-	Hvy e	nc.	
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	earance											
	ncludes: +1	1 from	'Appeara	ance'								
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Other: +2 [†]												
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† li	e r: +2 † ncludes: +:	2 from	'Charisr	na'; Con om 'Corr	ditional: +	⊦1 from '	Compu a' wher	Isive Ca	irousing	g' whe inded	n fro	om ens
† lı like	er: <mark>+2</mark> †	extrove	rts, -1 fr	om 'Con	npulsive C	Carousin	g' wher	n from s	ober-m	inded	citiz	ens
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PERKS (continued)	
Name	Pts
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	-	evel	Relative	Pts			
Acting {p. B174}		17*	IQ+2	[2]			
Area Knowledge (Free Nevada)		15	IQ+0	i 1			
{p. B176}							
Body Language (Human) {p. B181		14	Per-1	[1]			
Brawling {p. B182}		14	DX+1	[2]			
Description: Notes: Calculated damage takes in account bonuses from Teeth, Weak Bite, Claw							
skill level. You may add the modifier "Has	s, anu						
Gauntlets/Brass Knuckles" or "Has Boots" to a	pply the						
+1 damage to Punch or Kick, as appropriate. Parry: 10							
Carousing {p. B183}		14†	HT+3	[2]			
Computer Öperation/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		14	IQ-1	[1]			
(Communications) {p. B189}		10	DV 0	· • • •			
Erotic Art (Human) {p. B192, S224		13	DX+0	[2]			
Fast-Draw (Pistol) {p. B194}		13¶	DX+0				
Fast-Talk {p. B195}		18‡	IQ+3	$\begin{bmatrix} 1 \end{bmatrix}$			
First Aid/TL9 (Human) {p. B195}		15 14	IQ+0 IQ-1	[1] [1]			
Gambling {p. B197}		13	DX+0				
Guns/TL9 (Pistol) {p. B198} Guns/TL9 (Rifle) {p. B198}		13	DX+0 DX+0				
Guns/TL9 (Shotgun) {p. B198}		13	DX+0 DX+0				
Guns/TL9 (Submachine Gun) {p. B		13	DX+0				
History (The Old World) {p. B200}		13	IQ-2				
Holdout {p. B200}		14	IQ-1				
Interrogation {p. B202}		14	IQ-1				
Intimidation {p. B202}		16**	Will+1				
Leadership {p. B204}		18††	IQ+3	11			
Lip Reading {p. B205}		14	Per-1	<u>i</u> 11			
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, S2		15¶¶	HT+4	[4]			
Sleight of Hand {p. B221}		13	DX+0	[4]			
Soldier/TL9 {p. B221}		14 12	IQ-1 DX-1				
Staff {p. B208} Parry: 11		12	DX-1	L 'J			
Stealth {p. B222}		12	DX-1	[1]			
Streetwise {p. B223}		16**	IQ+1	11			
Wrestling {p. B228}		12	DX-1	i 1i			
Parry: 9							
				[]			
				ļļ			
the dealers of from 10 a side Energies and	** 1	0.6					
* Includes: +2 from 'Social Engineer'; Conditional: +1 from 'Honest Face' when			n 'Social Enginee n 'Charisma' whe				
acting innocent, +2 from 'Mimicry' when	making Influ	ence ro	olls				
impersonating someone else † Includes: +2 from 'Social Engineer'	†† Includes: 'Social Engi		n 'Charisma', +2	trom			
‡ Includes: +2 from 'Social Engineer', +2			m 'Social Engine	er', +2			
from 'Voice'; Conditional: +2 from 'Charisma'	from 'Voice'						
when making Influence rolls § Includes: +2 from 'Social Engineer';			n 'Charisma', +2 2 from 'Voice'	trom			
Conditional: +1 from 'Hoffman Suitcase,	¶¶ Includes:	+1 from	n 'Appearance', -				
Disguise Kit'			: +2 from 'Charis	ma'			
¶ Conditional: +1 from 'VersaHold, Pistol Holster' when If VersaHold is worn in the	when makin	y miliue	ITCE TOILS				
open	I I						

		MELEE A	TTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch	14	10	1d-3 cr	С	-	-	-	
Brawling: Bite	14		1d-3 cr	С	_			
Brawling: Kick	12		1d-2 cr	C,1	_			
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
KABAR Survivor, Tactical Knife (Superfine): swing	9	7	1d-1(2) cut	C,1	5	.5	4	
KABAR Survivor, Tactical Knife (Superfine): thrust	9	7	1d-1(2) imp	С	5	.5	4	
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
H&K UCP III, 7.5mmCLP	13	2d+2 pi-	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	2	3	
KABAR Survivor, Tactical Knife (Superfine): thrown	9	1d-1(2) imp	-	5 yd / 10 yd	1	T(1)	5	-1	-	.5	4	
· · · · · ·												

PARRY	PARRY	BLOCK	DODGE	OTHER
9	9	7	9	
DX	DX	DX	None	
Eyes DR: 0 HP: 0 HP: 0 Torso DR: 5/2*+2 HP: 0 0 0 0 0 0 0 0 0 0	Groi	2 Arm ands R:2 P:0 Bo Bo Bo No	es 2 ck – LII – rso – Din – ns 6 nds 4 gs 6	#

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 DP Nutriers Do Nothing. -1×HP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0. -5×HP or less: Immediate death. ${\sf FP}$ loss effects are cumulative with each other and any effects suffered from ${\sf HP}$ loss. FP 0 FP Itess 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 -7 -8 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. -1×FP 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-2 1d-3 1d-1 TECHNIQUES Name Level Relative Pts

1 Mammul Backpack, Frame (p. wkl) 4780 55.82.b 1 Combat Combat 12530 11 Combat Combat 12530 11 Combat Combat 12530 11 Combat Combat Combat 12530 11 Combat Combat Combat Combat 12530 11 Combat	~:	LOAD-OUTS			•	LOAD-OUTS (continued)		
 Per turi: Cost: SOM, Weight 16: B.D. According V, Schark Andrewsberg, Mark Mark Mark Mark Mark Mark Mark Mark	Qty							Weight 19.2 lb
Other In- Core: 450. Weight: 53.58 Operation in Core at T- Marked Table on the core of part and	1		4760	00.52 ID	1		12550	19.2 10
the state interacts A control, Cartry, Barry, Cartry, Barry, Charge, Barry, Santa Cartry, Santa Carty, Santa Santa Carty, Santa Cartry, Santa C		Contents - Cost: 4280, Weight: 52.52 lb				Description: In GCA a "Parent" item can have other traits a		
1 Atombro, Candy, Bar, (p. wki) 20 1.6 or 1 Percenter 10: 10: 10: 10: 10: 10: 10: 10: 10: 10:			os. of gear, m	ade from				
Decision T. B.C. 4 Nature prove single. Contrast a medi Decision T. B.C. 1 Nature prove single control and sector proves and sect	1		20	1.6 oz		and select "Make Child of " The child items will be hidden	by default; yo	u may show
 Control 12: Control 12: Contr		Description: TL:9 LC:4 Vacuum-proot wrapper, counts a		1.0				
 Descriptor: T. 9.1.0.1 Watch: Developed for use in long maps peed on the peed of the peed	1		240	1.6 oz		item may be assigned as a parent by right clicking on it an	d selecting "Ma	ake Parent";
 These body many provides a provide of the second provides of the second provid			ona-range sp	ace	1			
 Besterier in the second program of the second program		missions, these food items are small colored pills that a	re simply "me	als" reduced	1		2900	13.1 lb
 The number of a second s						Description: In GCA a "Parent" item can have other trai		
1 Glovestok, Emergency Upfit (p. wki) 50 12.4 of the second s		the nutritional requirements of a full meal.						
1 Perfects Files	1		50	12.8 dr		"child" right click on it and select "Make Child of " The	child items wil	l be hidden
 There is not under the parent. Any start must be added at a start of the parent. Any start is the documentary by display of the added at a single of the added at added at added at added at added at added at a	1		180	2.5 lb				
In a contrast, designed a fearth of the second of the						"tree" format under the parent. Any item may be assign	ed as a parent	by right
 VaulTec Jumpsuit 1800 Vault 1800 VaulTec Jumpsuit 180000000 VaulTec Jumpsuit 180000000000000000000000000							here for conve	nience, as it
Bescheron TLB UCA 11: Purfere 1130 - impurities, sats, morobes, potents: Prescription TLB UCA 11: Purfere 1130 - impurities, sats, morobes, potents: Purster, TLB UCA 11: Purfere 1130 - impurities, sats, morobes, potents: Purster, TLB UCA 11: Purfere 1130 - impurities, sats, morobes, potents: Purster, TLB UCA 11: Purfere 1130 - impurities, sats, morobes, potents: Purster, TLB UCA 11: Purfere 1130 - impure 111: Purster, Purfere 1130 - impure 111: Purfere 1130 - impure 111: Purster, Purfere 1130 - impure 111: Purfere 1130 - impurfere 1130 - impure 1130 - impure 1130 - impure 11			20 19 18 17 16	15 14 13 12 11	1	VaulTec Jumpsuit		3 lb
Filter 100 unes - code in dicker spelacement wave profit Second in dicker spelacement 9 Valuation (p. wiki) 30 6 (m) 9 Carmel Bag (p. wiki) 120 24.75 (b) 9 Carmel Bag (p. wiki) 120 24.75 (b) 1 Monte Carmel, wave and the spelacement 150 250 2 1 Part List - Cost: 0), Wapit: 82:8 (b) 250 7 (b) 26 26 7 (b) 1 Description: TL; 0 (b): Section (b)			ts microbes	poisons:				
 Per Unit - Cost 10, U.C.S. Periodic 220 years, needs 0.51 water to be eddle Cost 11, U.C.S. Periodic 200 years 12, U.C.S. Periodic 200 years 12		Filter 100 uses - color indictes replacement						
Discription: TL 9 Lick Statut file at 280 years, needs 6.5 were to be outlide Description: TL 9 Lick A planet bag (L). Will 20 24:75 lb Per Unit - Cost 30, Weight 3.25 h Description: TL 9 Lick A planet bag (L). PS283 Description: TL 2 Li	30		300	6 lb			dditional, it giv	res +1 to
3 Carnel Bag (p. wiki) 120 24.75 lb Per Unit: Cost: 40, Weight: 82.8 lb Description: TL, 81.Co 4, plastic bag due of a galon of drinking water, a hose 150 1 Silverging Bag (p. B284) 25 7 lb 1 Victorino: XWiss Army Knile (p. Wiki) 40 1.6 or 1 Description: TL, 71.Co 4 Streadward, response of the first of t			5I water to be	edible		Notes: [notes]		
 Description: TL3 (Co A priset bag table of drinking water, a hose at the standard within the togets. Silepping Bag (p. B288) Totels: TL3 (Co A priset bag table of drinking water, a hose standard within the tope to the standard water. Silepping Bag (p. B288) Victorinox SWiss Army Kniff (p. wiki) Description: TL3 (Co A priset bag table of drinking water, a hose standard water, a hose standard water water. Weither Cort sol, Weight 1.82 or control conditions. Content: Cort sol, Weight 1.82 or control conditions at the core bag water water. Content: Cort sol, Weight 1.82 or control conditions at the core bag water water. Content: Cort sol, Weight 1.82 or control conditions at the core bag water water. McR Golden Nugge (p. wiki) NCR Golden Nugge (p. wiki) Sole Cort sol, Weight 2.82 or control conditions at the core bag water water. McR Golden Nugge (p. wiki) Content: Cort sol, Weight 2.82 or control control	3	Camel Bag {p. wiki}			4	Location: full suit, skull	150	0.0.11-
 attows anisking waters in the backgask. Silesping Bag (p. 2828) Silesping Bag (p. 2828) Silesping Bag (p. 2828) Victorinos Swiss Army Kinfe (p. wiki) Purse (Free, Y) (p. B288) Solo (14.72 oz) Description: TL-0 Ness House For normal conditions. Purse (Free, Y) (p. B288) Solo (14.72 oz) Description: TL-0 Ness House For Normal Conditions. Purse (Free, Y) (p. B288) Carterias - Cast: 300, Weight: 14.72 oz Description: TL-0 Ness House For Normal Conditions. Carterias - Cast: 300, Weight: 14.72 oz Description: TL-0 Ness House For Normal Conditions. Purse (Free, Y) (p. B288) Carterias - Cast: 300, Weight: 14.72 oz Description: TL-0 Ness House For Normal Conditions. NCR Golden Nugget (p. Wiki) Purse House Age and the same protect carriery for Nuk himself, weight the end god cond. If switch indexed Water Normal Nucleas (p. B288) NCR Golden Nugget (p. Wiki) Personal Basics (p. B288) NCR Golden Nugget (p. Wiki) Personal Basics (p. B288) Normal Colden Nugget (p. Wiki) Basics: Carlin Cost Weight 18 Statistic Market All Statistic Market All the end god cond. If switch indexed Water All the orthogenesis and or produce for a statistic matching and market and water the statistic market for a statisti market			of drinking wa	ter a boso		Description; TL:7 LC: DR:5/2 Notes: 12 61 Conceal		2.2 lb er clothing.
1 Other printing Large Up. ExcPort Local York 1 Victorinos Swiss Amy Kniffe (no. whish) 16 or 2 Description: T.J. 12.4 CM Strewerhwer, lossborg, smalt knife, lies, tweezers, bottle opener and bothpick. 1 Mehler MiL-110, Heimert (p. B285) 250.2 2 Contents - Cost: 300, Vegitt 18.7 or or Description: T.J. 12.4 DM Stress, Holes CI (p. B286) 300.14.7 cost 180 Cap (p. wiki) 180.14.4 or Mehler MiL-110, Heimert (p. B285) 250.2 2 Description: T.J. 12.4 DM Stress, Holes CI (p. wiki) 180.14.4 or Description: T.J. 12.4 DM Stress, Holes CI (p. wiki) 180.0 1 McReiner MiL-110, Heimert (p. Cost 300, Vegitt 2.6 bits for (p. wiki) 180.0 30.0 1 McReiner MiL-110, Heimert (p. wiki) 180.0 30.0 10.0 1 McReiner MiL-110, Heimert (p. wiki) 180.0 180.0 30.0 10.0 1 McReiner MiL-110, Heimert (p. wiki) 180.0 180.0 30.0 10.0 1 McReiner MiL-110, Heimert (p. Base) 180.0 180.0 180.0 180.0 180.0 180.0 180.0 180.0			or unnking wa	aler, a nose		Split DR: use the higher DR only if the attack strikes		
 Used poor. IL2 Notes: Promote control of the second product product of the second product of the second product p	1		25	7 lb				
 Decompton: TL-10:4 Server/Net statustory, small kinet, like, tweever, bother operation that object and touchyot. Purse (_Free, 0) (p. B288) 300 14.72 or Contents - Cost: 300, vegits 14.72 or Contents - Cost: 300, vegits 14.72 or Contents - Cost: 300, vegits 14.72 or Cost: 300, vegits 24.72 o	1		40	16.07		Location: feet		
 Description: T. 1. PLC: A Proof. (p. D288); 300 14.72 oz Description: T. 1. PLC: 3 Provides in the status of the second, lever DB agent at all continues of the second of t	<u> </u>				1		250	2.2 lb
1 PUrSe (_Frief, '0) (p. B288) Control: Cost: 30, Weight 14.72 or Description: TL9 L04 http://box/stable.in/cost. Balance Description: TL9 L04 http://box/stable.in/cost. mediating to the machane "Hubble.dc." Backed by the value of water, the Hubble merchands supported bits carbon costs: 11.2 arc. Mediate Description: TL9 L04 http://box/stable.in/cost. Backed by the value of water, the Hubble merchands supported bits carbon costs: 12.2 arc. Mediate Difference Description: TL9 L04 http://box/stable.in/costs: Backed by the value of water, the Hubble merchands supported bits carbon costs: 12.2 arc. Mediate Difference Diff		opener and toothpick						
 Description TL 10 Votes: Holds 3 lbs. 180 Carp (p. wiki) 180 Cast 1, Weight: 128 dr Description TL 21 Cast 10, Weight: 128 dr Description TL 21 Cast 10, Weight: 128 dr Description TL 21 Cast 10, Weight: 128 dr NCR Golden Nucles: Betechnology to manufacture there are a limited number of bottic caps, which preserve their value galant Inflation to some darge In. The Holdy or water. NCR Golden Nucles: 10, Description TL 21 Cast 10, Steparty He value of value (see the threshology to manufacture there are a limited number of bottic caps, which preserve their value galant Inflation to some darge In. The Holdy or water. NCR Golden Nucles: 10, Description TL 21 Cast 10, Steparty He value of the Creat Visa, Weight: 28 hours 11 (Bast 20, Bast 20, Bast	1		300	14./2 oz	1	Mehler MIL-120, Assault Vest	700	5.7 lb
 100 Cap (p. min) 101 Description: T.3 LC3 minds (p. 12 at a damage type). 102 Description: T.3 LC3 minds (p. 12 at a damage type). 103 Description: T.3 LC3 minds (p. 12 at a damage type). 104 Description: T.3 LC3 minds (p. 12 at a damage type). 105 Description: T.3 LC3 minds (p. 12 at a damage type). 105 Description: T.3 LC3 minds (p. 12 at a damage type). 105 Description: T.3 LC3 minds (p. 12 at a damage type). 105 Description: T.3 LC3 minds (p. 12 at a damage type). 105 Description: T.3 LC3 minds (p. 12 at a damage type). 105 Description: T.3 LC3 Minds (p. 12 at a damage type). 105 Description: T.3 LC3 Minds (p. 12 at a damage type). 105 Description: T.3 LC3 Minds (p. 12 at a damage type). 105 Description: T.3 LC3 Minds (p. 12 at a damage type). 106 Description: T.3 LC3 Minds (p. 12 at a damage type). 106 Description: T.3 LC3 Minds (p. 12 at a damage type). 106 Description: T.3 LC3 Minds (p. 12 at a damage type). 106 Description: T.3 LC3 Minds (p. 12 at a damage type). 107 Description: T.3 LC3 Minds (p. 12 at a damage type). 108 Description: T.3 LC3 Minds (p. 12 at a damage type). 108 Description: T.3 LC3 Minds (p. 12 at a damage type). 108 Description: T.3 LC3 Minds (p. 12 at a damage type). 108 Description: T.3 LC3 Minds (p. 12 at a damage type). 108 Description: T.3 LC3 Minds (p. 12 at a damage type). 108 Description: T.3 LC3 Minds (p. 12 at a damage type). 108 Description: T.3 LC3 Minds (p. 12 at a damage type). 108 Description: T.3 LC3 Minds (p. 12 at a damage type). 108 Description: T.3 LC3 Minds (p. 12 at a damage type). 108 Description: T.3 LC3 Minds (p. 12 at a damage type). 109 Description: T.3 LC3 Minds (p. 12 at a								
 And and a by the set of the set	180		180	14.4 oz				
 made them a perfect currency for Hub merchants to adopt in the 22nd century. Isolation to a special currency for Hub merchants supported buttle caps because the technology to manufacture them and part there are all faces above. VersaHold, Pistol Holster (p. wiki) VersaHold, Pistol Holster (p. wiki) VersaHold, Pistol Holster (p. wiki) NCR Golden Nugget (p. wiki) Storonal Basics (p. B288) Personal Basics (p. B288) Hoffman Suitcase, Disguise Kit Magazzine, 30 Cartridges) Hoffman Suitcase, Disguise Kit Contents - Cost: 180, Weight: 30.75 ib Description: TL9 LC3 A model and specified withing chemicals, and them density on parameters in corporate microsekarmed and specified withing chemicals, and them density on parameters in the parameters of the disputsion on parameters withing chemicals, and there key characteristics. Totals: 4780 56.52 lb Oxy Base: Carlin Cost: 80, Weight: 16 Contents - Cost: 180, Weight: 30.75 lb Description: TL9 LC3 A limit and specified withing chemicals and specified mercipsion to the specification of the parameter withing chemicals and the specification in the parameter withing chemicals and the specific mercipsion: TL9 LC3 A limit and specific mercipsic mercipsic mercipsion: TL9 LC3 A limit and specific mercipsi			ve scarcity of	hottle cans		damage types.	onor Dri ugu.	
 I Versahlold, Pistol Holster (p. wiki) 1880 3 I Hoffman Suitcase, pistol (p. p. wiki) 120 5.12 dr. Wathold (p. wiki) 1880 300 10 lb (p. p. wiki) 1880 300 10 lb (p. wiki) 1880 300 10 lb (p. p. wiki)		made them a perfect currency for Hub merchants to	adopt in the 2	2nd century,				
and paint their surfaces had been mostly test in the Great War, which initiated any counterfailing efforts. Secondly, there are a limited number of bottle caps, which preserve their value against inflation to some degree. In The Hub you can trade once optimes 12:3:50, Weight 1:56 or Contens - Cost : 130, Weight 1:56 or Contens - Cost : 130, Weight 1:56 or Cost = 12:3: 12:3: Made out of utra-ident libers and mashes, this very lib bottle can it any trade once optimes the same algorithm. The Hub you can trade once optimes the same algorithm. The Hub you can trade once optimes the same algorithm. The Hub you can trade once optimes the same algorithm. The Hub you can trade once optimes the same algorithm. The Hub you can trade once optimes the same algorithm. The Hub you can trade once optimes the same algorithm. The Hub you can trade once optimes the same algorithm. The Hub you can trade once optimes the same algorithm. The Hub you can trade once optimes the same algorithm. The Hub you can trade once optimes the same algorithm. The Hub you can trade once optimes the same algorithm. The Hub you holds to algorithm. The Hub you holds the same algorithm. The Hub you holds the hub you hol					1		1880	3.2 lb
 which preave their value against inflation to some degree. In The Hub your can trade once of your on liter of clean drinking water. NCR Golden Nugget (p. wiki) 120 5.12 dr presented a drinking water. 1 Personal Basics (p. B288) 5 11 Porsonal Basics (p. B288) 5 12 Noffman Suitcase, Disguise Kit 3000 10 Ib (p. wiki) Description: TL9 LC3 Provides a +1 (quality) borus to Disguise skill. An elaborate set of prosthetic devices, skin-thring chemicals, and homone sprays for deguising one percent space and a set of prosthetic devices, skin-thring chemicals, and homone sprays for deguising one percent space and a set of the set of prosthetic devices. Skin-thring themicals and borne sprays for deguising one percent space and a structure, allowing you to file multiple traits and set of the set of the set of prosthetic devices. Skin-thring themicals and homone sprays for deguising one percent space and a structure, allowing you to file multiple traits and set of the set of th		and paint their surfaces had been mostly lost in the 0	Great War, wh	nich limited				
can trade one cap for one liter of clean drinking water. 1 NCR Golden Nugget [0, wiki] 120 5.12 dr Description: TL-3 LC3 The NCR mints this small gold coin. It's worth a month of water. 1 Personal Basics [p. B288] 5 1 lb 1 Hoffman Suitcase, Disguise Kit 3000 10 lb (p, wiki) 0 exciption: TL-3 Notes: Minimum gear for camping: -2 to any Survival rol without it. Includes utensits, inderbox or flint and steel, towel, etc., as TL permits. 1 Halk UCP III, 7.5mmCLP [0, wiki] 1360 1 Hodfman Suitcase, Disguise Kit 3000 10 lb (p, wiki). 10 lb 10 lb (p, wiki) Description: TL-3 IC-3 Provides a -1 (quality) borus to Disguise skill An elaborate set of prosthelic dovices, ski- futing chemicals, and hormone sprays for dispuising one person's apparance. Many components incorporate microelectomechanical systems that can minim muscle twitches, nealistic limps, and other key characteristics. 1 Nate Call 120 CAS Meight: 1.6 lb 1 Bases: Carlin Cost Weight: 10 sessentation: TL-9 LC-3 Heat subgendes with pouches and rings for gear Made of uitra light filtens and flamium to be very light. Enough space for 20 lb gear which calls a superator with pouches and rings for gear Made of uitra light filtens and flamium to be very light. Enough space for 20 lb gear which calls a superator with pouches and rings for gear Made of uitra light filtens and flamium to be very light. Enough space for 20 lb gear which calls at a superato							d meshes, this	very light
 1 Hor Loboth r Update (Jr. Mink) 1 Personal Basics (p. D288) 1 Personal Basics (p. B288) 1 Description: TL9 LO3 Provides (A and Stee), towel, cas BTL permission (Jos ST 9 Buke: A Reiz Skill Clause (Pisto), The Heckler, Kot Universal Caseless Patible III was the standart sideam of various western law enforcement forces before the war. 1 Hoffman Suitcase, Diguise Kit 2 Make UCP III, 7.5mmCLP (p. wiki) 1 Basic (Jos ST 9 Buke: A Reiz Skill Clause (Pisto), The Heckler, Kot Universal Caseless Patible III was the standart sideam of various western law enforcement forces before the war. 2 Hakk UCP III, 7.5mmCLP 2 Hakk UCP III, 7.5mmCLP 1 Hoffman Suitcase, Diguise Kit 3 Description: TL9 LO3 Provides a +1 (quality) bonus to Diguise skill An elaborate set of prostelic devices, show components incorporate microcelectromechanical systems that can mimic muscle twitches, realistic lings, and other key characteristics. 1 Base: Carlin 1 Contents - Cost: 200, Weight: 1.6 b Description: TL9 LC4 Pert and suspenders with pouches and rings for ger which can be accessed with faid draw or a ready manuever. 1 Miniller S. J. Flashlight (J), wiki) 1 Miniller S. J. Flashlight (J), wiki) 1 Carles Bag (p. wiki) 1 20 24.75 lb Description: TL9 LC4 A weath the agend of drinking water, a hose allows the bid with a gallon of drinking water, a hose allows drinking water in the backet. 30 Traveler's Rations (p. B288) 10 Totals:		can trade one cap for one liter of clean drinking wate	er.				ives +1 to Fas	t-Draw if
of water. Or water. 1 Personal Basics (p. B288) 5 1 b) 1 Personal Basics (p. B288) 5 1 b) 2 Personal Basics (p. B288) 5 1 b) 3 Chiffman Suitcase, Disguise Kit 3000 10 b) 4 Hoffman Suitcase, Disguise Kit 3000 10 b) 5 J. Hoffman Suitcase, Disguise Kit 3000 10 b) 6 (p. wiki) Description: TL-B LC3 Provides a +1 (quality) bonus to Disguise skill. An elaborate set of prosthetic devices, skin-lining chemicals, and hormone sprays for diguising one person's appearance. Many components incorporate microelectromechanical systems that can mimic muscle twitches, realistic limps, and other key characteristics. 2 Hack UCP III, 7.5mmCLP 180 9.75 7 Basics Carlin Cost Weight 18 27500 2 7 Basics Carlin Cost Weight 18 2000, Weight 18	1				1		1350	2 lb
1 Horsdrijken, TLO Notes: Minimum gear for camping: -2 to any Survival roll without. It. Includes utenals, tinderbox or flim and steel, towel, etc., as TL parmits. Note the survival roll without. It is the standard sidearm of various western law enforcement forces before the war. 1 Hoffman Sulfaces, Disguises Kit 3000 10 lb (p. wiki) Base: Carlin Sold (a) (b) (b) (b) (b) (b) (c) (c) (c) (c) (c) (c) (c) (c) (c) (c				inun a monun		Description: TL:9 LC:3 Ammo:0.3 lb. Damage:2d+2	pi- Acc:2 Rang	je:150/1900
 Description: LD Notes: Multifue gear of camping: -2 to any SurVival roll without it. Indexes utenaits, inderdox or final and steel, towel, etc., as TL permits. 1 Hoffman Suitcase, Disguise Kit 3000 10 lb (p. wiki) Description: TL-9 LC-3 Provides a +1 (guality) bonus to Disguise skill. An elaborate set of prosthelic devices, skin-third, pedvess, skin-third, p	1		5					
1 Hoffman Suitcase, Disguise Kit 3000 10 lb 1 Hoffman Suitcase, Disguise Kit 3000 10 lb 1 Description: TL9 LC3 Provides a +1 (quality) bonus to Disguise skill. An elaborate set of prosthetic devices, skin-tining chemicals, and hormone sprays for disguising one person's appearance. Many components incorporate microelectromechanical systems that can mimic muscle twitches, realistic limps, and other key characteristics. Per Unit - Cost: 90, Weight: 1 a DC 34 Post and suppenders with pouches and rings for gear Made of ultra light fibers and tlanium to be very light. Enough space for 20 lipear under the garent term if you with. To make an tem a "child" on a "Children." This is essentially an organizational structure, allowing you to file multiple traits to gether under the parent the mit you with. To make an tem a "child" right click on the parent term if you with. To make an tem a "child" right click on the parent term if you with. To make an tem a "child" right click on the parent term if you with. To make an tem a "child" right click on the parent term if you with. To make an tem a "child" right click on the parent tem an texe of for 20 lipearity in the parent term if you with. To make an tem a "child" right click on the parent term if you click ingon the parent and suppending transparent term if						western law enforcement forces before the war.		
(p. win/) Description: T.1.9 LC:3 Provides a +1 (quality) bonus to Disguise skill. An elaborate set of prosthetic devices, skin-thiting chemicals, and hormone sprays for disguising one person's appearance. Many components incredeutomechanical systems that can mimic muscle twitches, realistic limps, and other key characteristics. Per Unit - Cost: 30, Weight: 4'8 or 2' Totals: 4780 56.52 lb Qty Base: Carlin Cost Weight 1 Base: Carlin Cost Weight 2 Standard and a supenders with pouches and rings for gear Made of ultra light fibers and itanium to be very light. Enough space for 20 II gear which can be accessed with fast draw or a ready manuver. 1 Base: Carlin 180 39.75 lb Description: T.1.9 LC3 A Hit and supported as a parent by right clicking on the parent and selecting "Show Components." 1 Minilite: 3, Flashlight {p, wiki} 150 3. 3 Carnel Bag {p, wiki} 120 24.75 lb Per Unit - Cost: 200, Weight: 3.2 oz 2 Stimpack. Can be used per wound, except for a gunshot wound which gear the way involut he parent (nee stimpack b). 400 6. 3 Carnel Bag {p, wiki} 120 24.75 lb Per Unit - Cost: 200, Weight: 3.2 oz Description: T.1.9 LC:4 A plate and science of the exe, etc. 30 Traveler's Ratitons {p, LE2sk} 60 15 lb<	1				2		180	9.6 oz
Description: TL-9 LC-3 A full reload including a magazine, speedbader of beltox, flapplicable. neibboxinaties et provides a +1 (quality) bonus to Disguise skill. An operative skill. An operative skill charming the state an immic muscle witches, realistic limps, and other key characteristics. Totals: 4780 56.52 lb Rese: Carlin Cost Weight 1 Base: Carlin Cost Weight 1 Base: Carlin Cost Weight 1 Base: Carlin 180 39.75 lb 1 Description: TL-9 LC-4 Belt and suspenders with pouches and rings for gear which can be accessed with fast draw or a ready maneuver. 1 Minilite .3, Flashlight {p. wiki} 150 3. 1 Stimpack 400 6. 2 Stimpack 400 6. 2 Stimpack 400 6. 3 Camel Bag {p. wiki} 120 24.75 lb 1 Per Unit - Cost: 200, Weight: 3.2 oz 20 Description: TL-9 LC-4 A plastic bag filled with a gallon of drinking water, a hose allows drinking when in the backpack. 30 Traveler's Rations {p. B288} 60 15 lb 1 Per Unit - Cost: 200, Weight: 8 oz 1000 Description: TL-9 LC-4 Mode: sking kerter 1000 Description: TL-9 L								
for disguising one person's appearance. Many components incorporate 1 Description: appearance. Many components incorporate microelectromechanical systems that can mimic muscle twitches, realistic limps, and other key characteristics. Totals: 4780 56.52 lb Oty Base: Carlin Cost Weight 1.8 Base: Carlin 1.80 39.75 lb 1 Base: Carlin 1.80 39.75 lb 1.9 Description: TL:9 LC:4 Peet land supenders with pouches and rings for gear rail compatible 1 Minilite: 3, Flashlight {b, wiki} 150 3. 2 Stimpack 400 6. 2 Stimpack 400 6. 3 Carnel Bag {b, wiki} 1.20 24.75 lb 24.75 lb 2 Traveler's Rations {b, B288} 60 15 lb 9er Unit - Cost: 2, Weight: 8.25 lb 1.80 39.75 lb 1 Vaullee Carline Carladis berge. 1.00 30 Traveler's Rations {b, B288} 60 15 lb 9er Unit - Cost: 2, Weight: 8.25 lb 1.80 39.75 lb 9er Unit - Cost: 2, Weight: 8.25 lb 1.80 39.75 lb 9er Unit - Cost: 2, Weight: 8.25 lb 1.80 <td></td> <td></td> <td></td> <td></td> <td></td> <td>Description: TL:9 LC:4 A full reload including a mag</td> <td>azine, speedlo</td> <td>ader or</td>						Description: TL:9 LC:4 A full reload including a mag	azine, speedlo	ader or
and other key characteristics. Totals: 4780 56.52 lb Qty Base: Carlin Cost Weight 1 Base: Carlin 180 39.75 lb Description: TL-9 LC-4 Beit and suspenders with pouches and rings for gear Made of ultra light fibers and thanum to be very light. Enough space for 201 1 Base: Carlin 180 39.75 lb Description: TL-9 LC-4 Power:B/24 hr. 15m beam; helm mountable; firant is essentially an organization astructure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and selecting "Show Components." 1 Minilite .3, Flashlight {D, wiki} 150 3. 2 Stimpack 400 6. 1 Acmel Bag {D, wiki} 120 24.75 lb 24.75 lb 2 Stimpack can be used per wound, except for a gunshot wound which get the way through the patient (one stimpack. for entry wound, another for the way through the patient (one stimpack. for entry wound, another for the way through the patient (one stimpack. for entry wound, another for the way through the patient (one stimpack. Store the wound, ease at tail word the storage. 3 Camel Bag {D, wiki} 120 24.75 lb 1 VauiTec Radio Headset {D, wiki} <t< td=""><td></td><td>for disguising one person's appearance. Many compone</td><td>ents incorpora</td><td>ite</td><td></td><td></td><td>2750</td><td>2.6 lb</td></t<>		for disguising one person's appearance. Many compone	ents incorpora	ite			2750	2.6 lb
Totals: 4780 56.52 lb Qty Base: Carlin Cost Weight 1 Base: Carlin 180 39.75 lb Contents - Cost: 180, Weight: 39.75 lb Description: In CA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child d" The child items will be hidden by default; you may show the child items by right clicking on it and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. 1 Minitite .3, Flashlight [Lb, wiki] 150 3. 3 Camel Bag {p. wiki} 120 24.75 lb 24.75 lb 28.000, Weight: 3.2 oz 400 6. 9 Per Unit - Cost: 20, Weight: 8.25 lb Description: A small disposable first-aid item, when a Stimpack is injected a wound, it instantly closes the wound and restores +5 hit points. Only or Stimpack can be used per wound, except for a gunshot wound which goe the way through the patient (noe stimpack for entry wound, another for th wound, heals a total of +10 hit points). Millions of stimpacks were made the way through the patient (noe stimpack for entry wound, another for th wound, heals a total of +10 hit points). Millions of stimpacks. 30 Traveler's Rations {p. B288} 60 15 lb Per Unit - Cost: 200 Weight: 8 oz Description: TL:9 LC:4 (Mode:swing Damage:sw-1 (2			twitches, real	listic limps,	1		2750	2.0 10
Oty Base: Carlin Cost Weight 1 Base: Carlin 180 39.75 lb Contents - Cost: 180. Weight: 39.75 lb Description: In Code A "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits 1 Minilite .3, Flashlight {p. wiki} 100 3. Once displayed the children will be shown in a "tree" format under the parent item if you wish. To make an item a "child" right click on it and selecting "Make Parent"; 1 Minilite .3, Flashlight {p. wiki} 400 6. 9 Per Unit - Cost: 40, Weight: 8.25 lb Description: TL: 9 LC:4 Power:B/24 hr. 15m beam; helm mountable; firear rail compatible 30 Traveler's Rations {p. B288} 60 15 lb 1 VaulTec Radio Headset {p. wiki} 1000 Per Unit - Cost: 20, Weight: 8.25 lb Description: TL: 9 LC:4 Mode:swing Damages. Time: Takes effect immediately. 1 VaulTec Radio Headset {p. wiki} 1000 9 Traveler's Rations {p. B288} 60 15 lb 1 VaulTec Radio Headset {p. wiki} 1000 9 Explorer XX, eg. for data storage. 1 KABAR Survivor, Tactical Knife 450 1 KABAR Survivor, Tactical Knife 450			4780	56.52 lb		Contents - Cost: 2000, Weight: 1.6 lb		
1 Base: Carlin 180 39.75 lb 1 Base: Carlin 1000 1000 2 Minilite: 3, Flashlight {p. wiki} 150 3. 1 Description: In GCA a "Parent" item can have other traits assigned to it as "Children." 1 Minilite: 3, Flashlight {p. wiki} 150 3. 2 Stimpack 400 6. 3 Camel Bag {p. wiki} 120 24.75 lb Per Unit - Cost: 20, Weight: 3.2 oz Description: Cost: 20, Weight: 3.2 oz 3 Camel Bag {p. wiki} 120 24.75 lb Per Unit - Cost: 20, Weight: 3.2 oz Description: Cost: 20, Weight: 3.2 oz 3 Camel Bag {p. wiki} 120 24.75 lb Per Unit - Cost: 40, Weight: 8.25 lb Description: TL:9 LC:4 A plastic bag filled with a gallon of drinking water, a hose allows drinking when in the backpack. 1000 Stimpack can be used per wound, except for a gumback is injecter inmecitately. 30 Traveler's Rations {p. B288} 60 15 lb 1 VauITec Radio Headset {p. wiki} 1000 Per Unit - Cost: 2, Weight: 8 oz Description: TL:9 LC:4 Node: swing Damage:sw-1 (2) cut Reach:C,1 Part Sikil:Knife], Mode thrown Damage:thr+1 (2) imp Reach:C Party: 05 Sikil:Knife], Mode thrown Damage:thr+1 (2) imp Reach:C Party: 05 Sikil:Knife], Mode thrown Damage:thr+1	Qtv	Base: Carlin	Cost	Weight				
Contents - Cost: 180, Weight: 39.75 lb 1 Minuffe .3, FlaShlight (p. Wikl) 150 3. Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of" The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Nake Parent"; this entry is here for convenience, as it is automatically designated a Parent. 2 Stimpack 400 6. 3 Carnel Bag {p. wiki} 120 24.75 lb Per Unit - Cost: 200, Weight: 3.2 oz Description: TL:9 LC:4 A plastic bag filled with a gallon of drinking water, a hose allows drinking when in the backpack. 120 24.75 lb 9 Per Unit - Cost: 2, Weight: 8.25 lb 120 24.75 lb Per Unit - Cost: 2, Weight: 8.25 lb 120 24.75 lb 9 Per Unit - Cost: 2, Weight: 8 oz Description: TL:9 LC:4 A plastic bag filled with a gallon of drinking water, a hose allows drinking when in the backpack. 1 VauIT ec Radio Headset {p. wiki} 1000 1 VauIT ec Radio Headset {p. wiki} 1000 Description: TL:9 LC:4 (Mode:swing Damage:sw-1 (2) cut Reach:C,1 Par ST:5 Skill:Knife], Mode:thrust Damage:thr+1 (2) imp Reach:C.1 Par ST:5 Skill:Knife], Mode:thrust Damage:thr+1 (2) imp Reach:C.1 Par ST:5 Skill:Knife], Mode:thrust Damage:thr+1 (2) imp Reach:C.1 Par ST:5 Skil					_	gear which can be accessed with fast draw or a ready r	naneuver.	
This essentially an organizational structure, allowing you to file multiple traits rail compatible 2 Stimpack 400 6. 3 Camel Bag {p. wiki} The shild idden by default; you may show the entry is here for convenience, as it is automatically designated a Parent. Appendix a regarizational structure, allowing "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent. Stimpack can be used per wound, except for a gunsho wound which goe the way through the patient (one stimpack for entry wound, another for the wound, heads a total of +10 hit points). Millions of stimpacks were made to the way and any surviving hip-tech mediabes can produce these. Form: Injection. Injections require a First Aid roll with a +2 bonus. It takes about second to apply one Stimpack. Drawbacks: None. Time: Takes effect immediately. 30 Traveler's Rations {p. B288} 60 15 lb 9 Per Unit - Cost: 2, Weight: 8 oz 1 9 Description: TL: 0 Notes: One meal of dried meat, cheese, etc. 1 VaulTec Radio Headset {p. wiki} 1000 9 Traveler's Rations {p. B288} 60 15 lb 1 VaulTec Radio Headset {p. wiki} 1000 9 Description: TL: 0 Notes: One meal of dried meat, cheese, etc. 1 VaulTec Radio Headset {p. wiki} 20 cut Reach: C1 Pary: 0 ST Skill:Knife], Mode:thrown Damage:thr+1 (2) imp Reach: C Pary: 0 ST Skill:Knife], Mode:thrown Damage:thr+1 (2) imp Reach: C Pary: 0 ST Skil		Contents - Cost: 180, Weight: 39.75 lb			1			3.2 oz
together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of" The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent. 2 Stimpack 400 6. 3 Camel Bag {p. wiki} 120 24.75 lb Description: A small disposable first-aid item, when a Stimpack is injecter a wound, it instantly closes the wound, except for a gunshot wound which goe the way through the patient (one stimpack for entry wound, another for the wound, heals a total of +10 hit points). Millions of stimpacks were made b the war, and any surviving high-tech mediabs can produce these. Form: Injection. Injections require a First Aid roll with a +2 bonus. It takes about second to apply one Stimpack. Drawbacks: None. Time: Takes effect immediately. 30 Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL-0 Notes: One meal of dried meat, cheese, etc. 1 VaulTec Radio Headset {p. wiki} 1000 Description: TL-9 LC:3 Power:2B/10 hr. Secure; palm-sized; 10km range; res camera and screen for video transmiting; Can be connected to the Re Explorer XXX, eg. for data storage. 1 KABAR Survivor, Tactical Knife 450 (Superfine) {p. wiki} Description: TL-9 LC:4 [Mode:thrown Damage:thr+1 (2) imp Reach:C Pary:0 SI Skill:Knife], [Mode:thrown Damage:thr+1 (2) imp Reach:C Pary:0 SI Skill:Knife], [Mode:thrown Damage:thr+1 (2) imp Reach:C Pary:0 SI Skil						rail compatible		.,
the child items by right clicking on the parent and selecting "Show Components." Description: A small disposable first-aid item, when a Stimpack is injected a wound, it instantly closes the wound and restores +5 hit points. Only or Stimpack can be used per wound, except for a gunshot wound which goe the way through the patient (one stimpack for entry wound, and the for a gunshot wound which goe the way through the patient (one stimpack for entry wound, and the for a gunshot wound which goe the way through the patient (one stimpack for entry wound, and the for the way through the patient (one stimpack for entry wound, and the for the way through the patient (one stimpack for entry wound, and the for the way through the patient (one stimpack for entry wound, and the for the way through the patient (one stimpack for entry wound, and the for the way through the patient (one stimpack for entry wound, and the forther wey through the patient (one stimpack for entry wound, and the forther wound, heals a total of +10 hit points). Millions of stimpacks were made to the way through the patient (one stimpack science). 30 Traveler's Rations {p. B288} 60 15 lb Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc. 1 VauITec Radio Headset {p. wiki} 1000 Description: TL:0 Notes: One meal of dried meat, cheese, etc. Totals: 180 39.75 lb 1 VauITec Radio Headset {p. wiki} 450 (Supperfine) {p. wiki} Description: TL:0 LC:3 Power:2B/10 hr. Secure: palm-sized; 10km range; res camera and screen for video transmiting; Can be connected to the Re Explorer XXX, eg. for data storage. 1		together under the parent item if you wish. To make an item	n a "child" righ	nt click on it	2		400	6.4 oz
Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent." a wound, it instantly closes the wound and restores +5 hit points. Only or Stimpack can be used per wound, except for a gunshot wound which gee the way through the patient (one stimpack for entry wound, another for th wound, heals a total of +10 hit points). Millions of stimpacks were made to the war, and any surviving high-tech mediabs can produce these. Form: Injections. Injections require a First Aid roll with a +2 bonus. It takes about second to apply one Stimpack. Drawbacks: None. Time: Takes effect immediately. 30 Traveler's Rations {p. B288} 60 15 lb Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc. 1 VaulTec Radio Headset {p. wiki} 1000 Description: TL:0 Notes: One meal of dried meat, cheese, etc. Totals: 180 39.75 lb 1 VaulTec Radio Headset {p. wiki} 1000 Description: TL:9 LC:4 [Mode:swing Damage:sw-1 (2) cut Reach:C, 1 Par ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C, 1 Par ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C, 1 Par ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C, 1 Par ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C, 1 Par ST:5 Skill:Knife], Steat allows of the Fault. This sheat allows the best of the was used by the US Marines prior to the Fault. This sheat allows the tothe fault. This sheat allows the tothereat fault.							a Stimpack is i	niected into
this entry is here for convenience, as it is automatically designated a Parent. the way through the patient (one stimpack for entry wound, another for the wound, heals a total of +10 hit points). Millions of stimpacks were made be the war, and any surviving high-tech mediabs can produce these. Form: Injections require a First Aid roll with a +2 borus. It takes about second to apply one Stimpack. Drawbacks: None. Time: Takes effect immediately. 30 Traveler's Rations {p. B288} 60 15 lb Per Unit - Cost: 2, Weight: 8 oz 0 15 lb Description: TL:0 Notes: One meal of dried meat, cheese, etc. 1 VaulTec Radio Headset {p. wiki} 1000 Description: TL:0 Notes: One meal of dried meat, cheese, etc. 1 VaulTec Radio Headset {p. wiki} 1000 Description: TL:0 Notes: One meal of dried meat, cheese, etc. 1 KABAR Survivor, Tactical Knife 450 (Superfine) {p. wiki} 10 Camer X, eg. for data storage. 1 KABAR Survivor, Tactical Knife 450 (Superfine) {p. wiki} 1 Schilt:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C, Parry:0 ST Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C, Parry:0 ST Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C, Parry:0 ST		Once displayed the children will be shown in a "tree" format	t under the pa	arent. Any		a wound, it instantly closes the wound and restores	+5 hit points. (Only one
3 Camel Bag {p. wiki} 120 24.75 lb Per Unit - Cost: 40, Weight: 8.25 lb Description: TL:8 LC:4 A plastic bag filled with a gallon of drinking water, a hose allows drinking when in the backpack. wound, heals a total of +10 hit points). Millions of stimpacks were made to the war, and any surviving high-tech mediabs can produce these. Form: Injection. Injections require a First Aid roll with a +2 bouns. It takes about second to apply one Stimpack. Drawbacks: None. Time: Takes about second to apply one Stimpack. Drawbacks: None. Time: Takes affect immediately. 30 Traveler's Rations {p. B288} 60 15 lb Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc. 1 VaulTec Radio Headset {p. wiki} 1000 Description: TL:0 Notes: One meal of dried meat, cheese, etc. Totals: 180 39.75 lb 1 VaulTec Radio Headset {p. wiki} 1000 Description: TL:0 LO: A [Mode:strip and strip and								
Bescription: TL:8 LC:4 plastic bag filled with a gallon of drinking water, a hose allows drinking when in the backpack. Injection: Injections require a First Aid roll with a +2 bonus. It takes about second to apply one Stimpack. Drawbacks: None. Time: Takes effect immediately. 30 Traveler's Rations {D. B288} 60 15 lb Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc. 1 VauITec Radio Headset {D. wiki} 1000 Description: TL:0 Notes: One meal of dried meat, cheese, etc. Totals: 180 39.75 lb 1 KABAR Survivor, Tactical Knife 450 (Superfine) {D. wiki} Description: TL:9 LC:4 [Mode:string Jamage:sw-1 (2) cut Reach:C,1 Par ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C, Pary:0 ST Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Range:0.5*ST/1*ST Rof Shots:T(1) ST:5 Bulk:-1 Skill:Knife], This sheat allows the b	3	Camel Bag {p. wiki}				wound, heals a total of +10 hit points). Millions of st	mpacks were i	made before
allows drinking when in the backage. second to apply one Stimpack. Drawbacks: None. Time: Takes effect immediately. 30 Traveler's Rations {p. B288} 60 15 lb Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc. 1 VaulTec Radio Headset {p. wiki} 1000 Description: TL:0 Notes: One meal of dried meat, cheese, etc. Totals: 180 39.75 lb 1 VaulTec Radio Headset {p. wiki} 1000 Description: TL:0 Notes: One meal of dried meat, cheese, etc. Totals: 180 39.75 lb 1 KABAR Survivor, Tactical Knife 450 (Superfine) {p. wiki} Description: TL:9 L0:4 [Mode:swing Damage:sw-1 (2) cut Reach:C, 1 Par ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C Pary:0 ST Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C Pary:0 ST Skill:Knife], Stoat Jb:Stoats:T(1) ST:5 Bulk:-1 Skill:Knife], This small, superf Knife was used by the US Marines prior to the Fall. It's sheat allows the by Stoats:T(1) ST:5 Bulk:-1 Skill:Knife], This small, superf Knife was used by the US Marines prior to the Fall. It's sheat allows the by Stoats:T(1) ST:5 Bulk:-1 Skill:Knife], This small, superf Knife was used by the US Marines prior to the Fall. It's sheat allows the by Stoats:T(1) ST:5 Bulk:-1 Skill:Knife], This small, superf Knife was used by the US Marines prior to the Fall. It's sheat allows the by Stoats:T(1) ST:5 Bulk:-1 Skill:Knife], This small, superf Knife was used by the US Marines prior to the Fall. It's sheat allows the by Stoats:T(1) ST:5 Bulk:-1 Skill:Knife], This sheat allows the by Stoats:T(1) ST:5 Bulk			of drinking we	ter a bose				
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Description: TL:0 Notes: One meal of dried meat, cheese, etc. Description: TL:0 Notes: One meal of dried meat, cheese, etc. Totals: 180 39.75 lb 1 KABAR Survivor, Tactical Knife 450 (Superfine) {p. wiki} Description: TL:9 LC:3 Power:2B/10 hr. Secure; palm-sized; 10km range; res camera and screen for video transmiting; Can be connected to the Resplorer XXX, eg. for data storage. 1 KABAR Survivor, Tactical Knife 450 (Superfine) {p. wiki} Description: TL:9 LC:3 Power:2B/10 hr. Secure; palm-sized; 10km range; res camera and screen for video transmiting; Can be connected to the Resplorer XXX, eg. for data storage. 1 KABAR Survivor, Tactical Knife 450 (Superfine) {p. wiki} Description: TL:9 LC:4 [Mode:swing Damage:sw-1 (2) cut Reach:C, 1 Par ST:5 Skill:Knife], [Mode:thrown Damage:thr+1 (2) imp Reach:C Parry:0 ST Skill:Knife], [Mode:thrown Damage:thr+1 (2) imp Range:0.5*ST/1*ST Rof Shots:T(1) ST:5 Bulk:-1 Skill:Thrown Weapon (Knife), This small, superf Knife was used by the US Marines prior to the Fall. It's sheat allows the b	30		60	15 lb	1		1000	8 oz
Totals: 180 39.75 lb res camera and screen for video transmiting; Can be connected to the Re Explorer XXX, eg. for data storage. 1 KABAR Survivor, Tactical Knife 450 (Superfine) {p. wiki} Description: TL:9 LC:4 [Mode:swing Damage:sw-1 (2) cut Reach:C, 1 Par ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C Parry:0 ST Skill:Knife], [Mode:thrown Damage:thr+1 (2) imp Reach:C Parry:0 ST Skill:Knife], [Mode:thrown Damage:thr+1 (2) imp Reach:C Parry:0 ST Skill:Knife], [Store:T(1) ST:5 Bulk:-1 Skill:Thrown Weapon (Knife)], This small, superf Knife was used by the US Marines prior to the Fall. It's sheat allows the b			e, etc.			Description: TL:9 LC:3 Power:2B/10 hr. Secure; pal	m-sized; 10km	range; low-
1 KABAR Survivor, Tactical storage. 1 KABAR Survivor, Tactical Survivo		· · · · · · · · · · · · · · · · · · ·		39.75 lb			e connected to	the Rolex
(Superfine) {p. wiki} Description: TL:9 LC:4 [Mode:swing Damage:sw-1 (2) cut Reach:C,1 Par ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C Pary:0 ST Skill:Knife], [Mode:thrown Damage:thr+1 (2) imp Reach:C ST/1*ST Rof Shots:T(1) ST:5 Bulk:-1 Skill:Thrown Weapon (Knife)], This small, superf Knife was used by the US Marines prior to the Fall. It's sheat allows the b					1		450	8 oz
Description: TL:9 LC:4 [Mode:swing Damage:sw-1 (2) cut Reach:C,1 Par ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C Parry:0 ST Skill:Knife], [Mode:thrown Damage:thr+1 (2) imp Reach:C Parry:0 ST Skotis:T(1) ST:5 Bulk:-1 Skill:Thrown Weapon (Knife)], This small, superf Knife was used by the US Marines prior to the Fall. It's sheat allows the b								
Skill:Knife], [Mode:thrown Damage:thr+1 (2) imp Range:0.5*ST/1*ST RoF Shots:T(1) ST:5 Bulk:-1 Skill:Thrown Weapon (Knife)], This small, superf Knife was used by the US Marines prior to the Fall. It's sheat allows the b						Description: TL:9 LC:4 [Mode:swing Damage:sw-1 (
Shots:T(1) ST:5 Bulk:-1 Skill:Thrown Weapon (Knife)], This small, superf Knife was used by the US Marines prior to the Fall. It's sheat allows the b								
						Shots:T(1) ST:5 Bulk:-1 Skill:Thrown Weapon (Knife	e)], This small,	superfine
						Knife was used by the US Marines prior to the Fall. to be carried concealed on wrists or ankles.	its sheat allow	s the blade

	LOAD-OUTS (continued)		
Qty	Combat	Cost	Weight
1	Combat	12530	19.2 lb
1	Rolex Explorer XXX {p. wiki}	5000	4.8 oz
	Description: TL:9 LC:4 Survival watch; Bio Monitor gives diagnose patient wearing watch (+1 Diag); Chronometer		
	work); Inertial & Mag. Compass & Map (+2 Navi); Beaco		
	(Complexity 3, 1TB); 2D 1 inch display		
	Totals:	12530	19.2 lb
	SCRATCH PAD		
D			
		(total) 0	
Initia		tag 15. A	pril 2177
	acter created using GURPS Character Assi	stant 4	
31.03.2	012: 0 pts		
POIN	TS SUMMARY		Pts
Basic	Attributes, Secondary Characteristics		170]
	ntages, Perks		811
	Ivantages, Quirks		-55]
	, Techniques		58 1
00	Total Points	s Spent:	254
	Unspent		1
	Unspend	i onto.	