



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

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

Spent: 254
Unspent: 1

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	

Vision	15	Fright Check	15	High Jump	2.17 ft
Hearing	15	Consciousness	11	Money	12510
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: +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 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, +2 from 'Social Engineer' when none, +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]

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	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}	12	DX-1	[1]
Parry: 11			
Stealth {p. B222}	12	DX-1	[1]
Streetwise {p. B223}	16**	IQ+1	[1]
Wrestling {p. B228}	12	DX-1	[1]
Parry: 9			
* Includes: +2 from 'Social Engineer'; Conditional: +1 from 'Honest Face' when acting innocent, +2 from 'Mimicry' when impersonating someone else		** Includes: +2 from 'Social Engineer'; Conditional: +2 from 'Charisma' when making Influence rolls	
† Includes: +2 from 'Social Engineer'		†† Includes: +2 from 'Charisma', +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', +2 from 'Voice'	
§ Includes: +2 from 'Social Engineer'; Conditional: +1 from 'Hoffman Suitcase, Disguise Kit'		§§ Includes: +2 from 'Charisma', +2 from 'Social Engineer', +2 from 'Voice'	
¶ Conditional: +1 from 'VersaHold, Pistol Holster' when If VersaHold is worn in the open		¶¶ 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 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	C	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	

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:

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

TECHNIQUES			
Name	Level	Relative	Pts

LOAD-OUTS			
Qty	Backpack	Cost	Weight
1	Mammut Backpack, Frame {p. wiki} Per Unit - Cost: 500, Weight: 4 lb Contents - Cost: 4280, Weight: 52.52 lb Description: TL:9 LC:4 A framed backpack that holds 100 lbs. of gear, made from ultra light materials.	4780	56.52 lb
1	Atombrot, Candy Bar {p. wiki} Description: TL:9 LC:4 Vacuum-proof wrapper, counts as a meal	20	1.6 oz
1	Food Tablets {p. wiki} Description: TL:9 LC:4 12 Meals; Developed for use in long-range space missions, these food items are small colored pills that are simply "meals" reduced in size due to the extraction of all moisture. Quite tasty (they come in various flavors, such as French fries, hamburger, etc.), each tablet also manages to meet the nutritional requirements of a full meal.	240	1.6 oz
1	Glowstick, Emergency Light {p. wiki} Description: TL:9 LC:4 2m radius; white light; 24h	50	12.8 dr
1	reFresh Filtration, Canteen {p. wiki} Description: TL:9 LC:4 1l; Purifies 1l 30' - impurities, salts, microbes, poisons; Filter 100 uses - color indicates replacement	180	2.5 lb
30	Vaultec Survival Ration {p. wiki} Per Unit - Cost: 10, Weight: 3.2 oz Description: TL:9 LC:4 Shelf-life of 250 years, needs 0.5l water to be edible	300	6 lb
3	Camel Bag {p. wiki} 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.	120	24.75 lb
1	Sleeping Bag {p. B288} Description: TL:6 Notes: For normal conditions.	25	7 lb
1	Victorinox Swiss Army Knife {p. wiki} Description: TL:7 LC:4 Screwdriver, scissors, small knife, file, tweezers, bottle opener and toothpick	40	1.6 oz
1	Purse (Free, *0) {p. B288} Contents - Cost: 300, Weight: 14.72 oz Description: TL:0 Notes: Holds 3 lbs.	300	14.72 oz
180	Cap {p. wiki} Per Unit - Cost: 1, Weight: 1.28 dr Description: TL:9 LC:4 In the Core Region, the relative scarcity of bottle caps made them a perfect currency for Hub merchants to adopt in the 22nd century, leading to the nickname "Hubbucks". Backed by the value of water, the Hub merchants supported bottle caps because the technology to manufacture them and paint their surfaces had been mostly lost in the Great War, which limited any counterfeiting 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 one cap for one liter of clean drinking water.	180	14.4 oz
1	NCR Golden Nugget {p. wiki} Description: TL:3 LC:4 The NCR mints this small gold coin. It's worth a month of water.	120	5.12 dr
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	Hoffman Suitcase, Disguise Kit {p. wiki} Description: TL:9 LC:3 Provides a +1 (quality) bonus 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 limps, and other key characteristics.	3000	10 lb
Totals:		4780	56.52 lb
Qty	Base: Carlin	Cost	Weight
1	Base: Carlin Contents - Cost: 180, Weight: 39.75 lb 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 "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.	180	39.75 lb
3	Camel Bag {p. wiki} 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.	120	24.75 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:		180	39.75 lb

LOAD-OUTS (continued)			
Qty	Combat	Cost	Weight
1	Combat Contents - Cost: 12530, Weight: 19.2 lb 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 "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.	12530	19.2 lb
1	Armor Contents - Cost: 2900, Weight: 13.1 lb 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 "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.	2900	13.1 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: full suit, skull	1800	3 lb
1	Mehler MIL-100, Boots {p. B284} Description: TL:7 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	150	2.2 lb
1	Mehler MIL-110, Helmet {p. B285} Description: TL:7 LC:4 DR:5 Location: skull	250	2.2 lb
1	Mehler MIL-120, Assault Vest {p. B284} Description: TL:7 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	700	5.7 lb
1	VersaHold, Pistol Holster {p. wiki} Per Unit - Cost: 350, Weight: 9.6 oz Contents - Cost: 1530, Weight: 2.6 lb Description: TL:9 LC:4 Made out of ultra-tech fibers and meshes, this very light holster can fit any TL9 sidearm and two magazines. It gives +1 to Fast-Draw if worn in the open.	1880	3.2 lb
1	H&K UCP III, 7.5mmCLP {p. wiki} Description: TL:9 LC:3 Ammo:0.3 lb. Damage:2d+2 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 Caseless Pistole III was the standart sidearm of various western law enforcement forces before the war.	1350	2 lb
2	H&K UCP III, 7.5mmCLP (Magazine, 30 Cartridges) Per Unit - Cost: 90, Weight: 2.6 lb Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable.	180	9.6 oz
1	Vaultec Load Bearing Gear {p. wiki} Per Unit - Cost: 750, Weight: 1 lb Contents - Cost: 2000, Weight: 1.6 lb Description: TL:9 LC:4 Belt and suspenders with pouches and rings for gear. Made of ultra light fibers and titanium to be very light. Enough space for 20 lbs of gear which can be accessed with fast draw or a ready maneuver.	2750	2.6 lb
1	Minilite .3, Flashlight {p. wiki} Description: TL:9 LC:4 Power:B/24 hr. 15m beam; helm mountable; firearms rail compatible	150	3.2 oz
2	Stimpack 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	Vaultec Radio Headset {p. wiki} Description: TL:9 LC:3 Power:2B/10 hr. Secure; palm-sized; 10km range; low-res camera and screen for video transmitting; Can be connected to the Rolex Explorer XXX, eg. for data storage.	1000	8 oz
1	KABAR Survivor, Tactical Knife (Superfine) {p. wiki} Description: TL:9 LC:4 [Mode:swing Damage:sw-1 (2) cut Reach:C,1 Parry:0 ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C Parry:0 ST:5 Skill:Knife], [Mode:thrown Damage:thr+1 (2) imp Range:0.5*ST/1*ST RoF:1 Shots:T(1) ST:5 Bulk:-1 Skill:Thrown Weapon (Knife)], This small, superfine Knife was used by the US Marines prior to the Fall. It's sheat allows the blade to be carried concealed on wrists or ankles.	450	8 oz

