

Name: Astro MendozPlayer: Sam RitschardSpent: 245Race: HumanHt: 1.85mWt: 1.87Age: 29Unspent: 10Appearance: Tall, glasses, unshaven... Eine Kreuzung zwischen einer Brillenschlange und einem
Bücherwurm mit ein paar Pfund zuviel auf den Rippen.Billenschlange und einem

CHARACTER SHEET

ST 11 [10 HP 11 [0 Basic 6 Speed 6 DX 12 [40 Will 16 [0 Basic 6 IQ 16 [120 Per 12 [-20 BL 24 HT 11* [10 FP 11 [0] Thr TL 10 [†] [0] SM +0	(ST×ST)/5	
DX 12 [40] Will 16 0 Basic 6 IQ 16 120 Per 12 [-20] BL 24 HT 11* 10 FP 11 [0] Thr 1d-1	lb (ST×ST)/5	
HT 11 [*] [10] FP 11 [0] ^{Thr} 1d-1	(ST×ST)/5	
HT 11 [*] [10] FP 11 [0] 1d-1	Sw	
TL 10 [†] [0] SM +0	1d+1	
* Conditional: +3 from 'Sleeping Bag, Insulated' when resisting freezing † Includes: +1 from 'High TL'		
Vision 12 Fright Check 16 High Jum	p 2.17 ft	
Hearing 12 Consciousness 11 Money	-13750	
Touch 12 Death Check 11		
Taste/Smell 12 Broad Jump 3 yd		
ENCUMBRANCE TABLE		
Name None « Light » Med Hvy	X-Hvy	
Liftingx1x2x3x6_ Basic 24 lb 48 lb 72 lb 144 lb	<u>×10</u> 240 lb	
Movement ×1 ×0.8 ×0.6 ×0.4	×0.2	
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	<u>-4</u> 5	
LIFTING FEATS		
1-Hand 2-Hand Shove / Carry or	n Shift	
Name Lift* Lift† Over‡ Back§	Slightly	
Basic 48 lb 192 lb 288 lb 360 lb	1200 lb	
* Takes 2 seconds to complete	Huar one	
Takes 4 seconds to complete	-Hvy enc.	
REACTION MODIFIERS		
Appearance: 10		
Appearance: +0		
Status: +0		
Status: +0 Other: +0*	n in dangerous	
Status: +0	n in dangerous	
Status: +0 Other: +0* * Conditional: -1 from 'Stubbornness', +2 from 'Sense of Duty (Team)' wher situations if Sense of Duty is known	n in dangerous	
Status: +0 Other: +0* * Conditional: -1 from 'Stubbornness', +2 from 'Sense of Duty (Team)' wher	n in dangerous Pts	
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DISADVANTAGES (continued)	
Name	Pts
Pacifism (Cannot Harm Innocents) {p. B148}	[-10]
Pyromania (12 or less, *1) {p. B150}	[-5]
Sense of Duty (Team) (Small Group) {p. B153}	[- <mark>5</mark>]
Stubbornness {p. B157}	[-5]
	[]
	[]
QUIRKS	
Name	Pts
Bunker4Life Description: You've grown up in a bunker, have never seen the light of day and act accordingly.	[-1]
Congenial {p. B164}	[-1]
Humble {p. B164}	[-1]

Likes Shiny lights {p. B164} Slightly Absent-Minded

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SKILLS			
Name	Level	Relative	Pts
Area Knowledge (Free Nevada)	16	IQ+0	[1]
{p. B176}			
Computer Hacking/TL10 {p. B184}	13	IQ-3	[1]
Computer Operation/TL10 {p. B184}	16	IQ+0	[1]
Computer Programming/TL10 {p. B184}	14	IQ-2	[1]
dDriving/TL10 (Automobile) {p. B188}	12	DX+0	[1]
Engineer! {p. B175} Description: Wildcard Skill, Quick Gadgeteer Required:	14	IQ-2	[6]
You can create anything - at least, in theory. This skill			
replaces all specialties of Bioengineering, Electronics Operation and Engineer, and acts as a Mathematics			
prerequisite for any other skill, you also can operate			
anything electronical - at least, in theory. More			
important, it can replace any skill roll required for inventing (B473) or gadgeteering (B475)! This includes			
Concept, Prototype, analysis, and modification rolls -			
everything except the roll for a gadgeteer to find parts			
(which is usually covered by Scrounging, but sometimes requires a more specialized skill).			
Fast-Draw (Gizmo) {p. B194}	12	DX+0	[1]
Fast-Talk {p. B195}	15	IQ-1	11
First Aid/TL10 (Human) {p. B195}	16	IQ+0	i 11
Guns/TL10 (Pistol) {p. B198}	12	DX+0	11
Handyman! {p. B175}	14	IQ-2	i <u>6</u> 1
Description: Wildcard Skill: You can repair anything - at			
least, in theory. This skill replaces all specialties of Armoury, Carpentry, Electrician, Electronics Repair,			
Machinist, Masonry, Mechanic and Smith.			
History (The Old World) {p. B200}	14	IQ-2	[1]
Holdout {p. B200}	15	IQ-1	[1]
NBC Suit/TL10 {p. B192}	11	DX-1	[1]
Piloting/TL10 (Autogyro) {p. B214}	11	DX-1	[1]
Savoir-Faire (Vault) {p. B218}	16	IQ+0	[1]
Scientist! {p. B175}	13	IQ-3	[3]
Description: Wildcard Skill: You have an unrealistically broad knowledge of every scientific field. This includes			
Architecture, Anthropology, Astronomy, Biology,			
Chemistry, Geology, History, Mathematics, Metallurgy,			
Meteorology, Naturalist, Paleontology, Physics, Physiology, Psychology, and Sociology - but also any			
other roll that requires a "scientific opinion". This doesn't			
necessarily translate to practical application, however;			
e.g., you might be an expert on metal composition and layering (Metallurgy), but that doesn't mean you can			
craft a sword (Smith)!			
Scrounging {p. B218}	14	Per+2	[4]
Soldier/TL10 {p. B221}	15	IQ-1	[1]
Speed-Reading {p. B222}	15	IQ-1	[1]
			[]
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MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	12	-	1d-2 cr	C	_	_	_	
Skill used: DX								
Kick	10	-	1d-1 cr	C,1	_	-	-	
Skill used: DX-2								
Punch	12	9	1d-2 cr	C	-	-	-	
Skill used: DX								
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
KaBar Defender Combat Knife: Swing	8	6	1d(2) cut	C,1	5	.5	4	
Skill used: DX-4				· · · · · · · · · · · · · · · · · · ·				
KaBar Defender Combat Knife: Thrust	8	6	1d(2) imp	C	5	.5	4	[1]
Skill used: DX-4								
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
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 USPs III, 10mmCLP	12	3d pi+	2	180 yd / 1.14 mi	3	20+1(3)	10	-3	3	2.5	3	
(Heavy Automatic Pistol)												
Skill used: Guns (Pistol)												
KaBar Defender Combat	8	1d(2) imp		6 yd / 11 yd	1	T(1)	5	-1	-	.5	4	
Knife: Thrown												
Skill used: DX-4												

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

	eapon is a <i>thrown</i> i	incapon.							
PARRY	PARRY	BLOCK	DODGE	OTHER		TEC	HNIQUES		
9	9	7	8/9		Name		Level	Relative	
DX	DX	DX	Light						
Eyes DR: 0	Skull DR: 9	Loc.		#					
HP: 0	HP: 0	Eyes Necl							
Neck DR: 2	Face DR: 0	Skul							
HP: 0	HP: 0	Face							
Torso		Tors							
DR: 5/2*+2 HP: 0	- Arr								
		: 2 Arm: : 0 Han							
H		lands Loog							
		IR: 2 IP: 0							
H		Bon	us DR: 0						
			us DB: <mark>0</mark>						
	Gro	in 5/2*+2 Note	es:						
0 0	HP:								
	Legs								
	DR: 2								
	HP: 0 Feet								
	DR: 5/2+	-2							
and	HP: 0								
HP	0 HP -1	×HP -2×H	P -3×HP	-4×HP					
	-1 -2 -3 -4 -11 -12 -6 -7 -8 -9 -16 -17]				
5432-5 -10	-6 -7 -8 -9 -16 -17 -21	-18 -19 -20 -27 -28 -29 -	30 -31 -38 -39 -40 -41 -43	-42 -49 -50 -51 -52 -53 -54					
P loss effects are	e cumulative with ea	ach other and any eff							
	Dodge/2 and Move Make a HT roll at -	/2 (round up). 1/full multiple of HP b	elow 0 vs. uncon	sciousness					
		the start of any turn							
-1×HP or less:	Make a HT roll vs.	death immediately ar	nd for every full m	ultiple of HP below					
	0. Immediate death.								
		oss effects are cumul	ative with each ot	her and any effects	-				
-5×HP or less:									
-5×HP or less: FP 110 9 8 7 0	-1 -2 -3 -4 suffe	red from HP loss.	2 Move/2 and S	T/2 (round up): ST					
-5×HP or less: FP 109870 5432-5	suffe	than 1/3 FP: Dodge/ loss do	es not effect ST-b	ased quantities,					
-5×HP or less: FP 109870 5432-5	-1-2-3-4 suffe -6-7-8-9 less	than 1/3 FP: Dodge/ loss do such as D FP or less: Make a	es not effect ST-b HP and damage Will roll vs. incap	ased quantities, pacitation before					
-5×HP or less: FP 109870 5432-5	-1-2-3-4 suffe -6-7-8-9 less	than 1/3 FP: Dodge/ loss do such as D FP or less: Make a any ma	es not effect ST-b s HP and damage Will roll vs. incap neuver other than	ased quantities, pacitation before Do Nothing, on a					
-5×HP or less: FP 109870 5432-5	-1-2-3-4 suffe -6-7-8-9 less	than 1/3 FP: Dodge/ loss do such as 0 FP or less: Make a any ma critical vs. hea	es not effect ST-b s HP and damage Will roll vs. incap neuver other than failure make an in rt attack; every po	ased quantities, bacitation before I Do Nothing, on a nmediate HT roll bint of FP loss					
-5×HP or less: FP 1109870 5432-5	-1-2-3-4 suffe -6-7-8-9 less	than 1/3 FP: Dodge/ loss do such as 0 FP or less: Make a any ma critical vs. hea causes	es not effect ST-b s HP and damage Will roll vs. incap neuver other thar failure make an in rt attack; every po an equal loss of l	ased quantities, acitation before I Do Nothing, on a nmediate HT roll pint of FP loss HP.					
-5×HP or less: FP 109870 5432-5	-1-2-3-4 suffe -6-7-8-9 less	than 1/3 FP: Dodge/ loss do such as 0 FP or less: Make a any ma critical vs. hea causes ×FP or less: Immedi longer	es not effect ST-b s HP and damage . Will roll vs. incap neuver other thar failure make an in rt attack; every pc an equal loss of l ate unconsciousn lose FP, further F	ased quantities, pacitation before a Do Nothing, on a nmediate HT roll pint of FP loss HP. ess; you can no					
-5×HP or less: FP 109870 5432-5	12.3.4 suffe 6.7.8.9 less	than 1/3 FP: Dodge/ loss do such as 0 FP or less: Make a any ma critical vs. hea causes ×FP or less: Immedi longer from yc	es not effect ST-b s HP and damage Will roll vs. incap neuver other thar failure make an in rt attack; every po an equal loss of I ate unconsciousn	ased quantities, pacitation before a Do Nothing, on a nmediate HT roll pint of FP loss HP. ess; you can no	1				
-5×HP or less: FP 109870 654325	12.3.4 suffe 6.7.8.9 less	than 1/3 FP: Dodge/ loss do such as 0 FP or less: Make a any ma critical vs. hea causes ×FP or less: Immedi longer	es not effect ST-b s HP and damage . Will roll vs. incap neuver other thar failure make an in rt attack; every pc an equal loss of l ate unconsciousn lose FP, further F	ased quantities, pacitation before a Do Nothing, on a nmediate HT roll pint of FP loss HP. ess; you can no]				

	LOAD-OUTS	-	
Qty	Backpack	Cost	Weight
1	Mammut Backpack, Frame/TL9	6950	72.05 lb
	{ p. B288 } Per Unit - Cost: 500, Weight: 6 lb		
	Contents - Cost: 6450, Weight: 66.05 lb		
1	Description: TL:9 Notes: Holds 100 lbs. of gear, made from airFresh Vapor, Canteen	ultra light ma 180	iterials. 3 lb
<u> </u>	Description: 11; Extracts 11 in 4 h at 50% humidity; Batte		0 10
1	Glow Stick, Light Source	25	-
4	Description: 2m radius; white light; 24h	100	0.16
1	reFresh Filtration, Canteen Description: 11; Purifies 11 30' - impurities, salts, microbe	180 as poisons: F	3 lb ilter 100
	uses - color indictes replacement		
30	VauITec Survival Ration {p. UT73} Per Unit - Cost: 8, Weight: 3.2 oz	240	6 lb
	Description: TL:9 Shelf-life of 15 years, needs 0.5l wate	r	
1	Swiss Army Knife	10	1.6 oz
	Description: Screwdriver, scissory, small knife, file, twee toothpick	ezers, bottle o	pener and
1	Personal Basics {p. B288}	5	1 lb
	Description: TL:0 Notes: Minimum gear for camping: -2		
1	it. Includes utensils, tinderbox or flint and steel, towel, e Atombrot, Candy Bar	10., as it per 10	1.6 oz
	Description: vacuum-proot wrapper, counts as a meal		
300	Caps	300	3 lb
	Per Unit - Cost: 1, Weight: 2.56 dr Description: The Post Nuclear War Currency		
1	Food Tablets {p. UT73}	340	1.6 oz
	12111098 76543 21 1211098 76543 21		
3	Description: TL:9 12 Meals Shelf-life of 30 years Camel Bag	60	24.75 lb
0	Per Unit - Cost: 20, Weight: 8.25 lb		
	Description: A plastic bag filled with drinking water, a ho in the backpack.	ose allows drii	nking when
1	Sleeping Bag, Insulated {p. B288}	100	15 lb
	Description: TL:7 Notes: +3 HT to resist freezing.		
1	VaulTec Suitcase Minifac {p. UT90}	5000	10 lb
	Description: A portable system that fits in a carrying cas adds +1 (quality) to Machinist skill and can fabricate \$10		
	hour.		
_	Totals:	6950	72.05 lb
Qty	Bases	Cost	Weight
1	Base Contents - Cost: 100, Weight: 31.5 lb	100	31.5 lb
2	Camel Bag	40	16.5 lb
	Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a ho	a allau alui	alda a sub a a
	Description. A plastic bag filled with drinking water, a ho	se allows uni	nking when
30	in the backpack.		
	Traveler's Rations {p. B288}	60	15 lb
	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz		15 lb
	Traveler's Rations {p. B288}		15 lb 31.5 lb
Qty	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees	e, etc.	31.5 lb
Qty 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat » Combat	e, etc. 100	31.5 lb Weight
1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat » Combat Contents - Cost: 36700, Weight: 26.7 lb	e, etc. 100 Cost 36700	31.5 lb Weight 26.7 lb
	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat » Combat Contents - Cost: 36700, Weight: 26.7 lb Armor	e, etc. 100 Cost	
1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VaulTec Jumpsuit	e, etc. 100 Cost 36700 2350 1800	31.5 lb Weight 26.7 lb 19.1 lb 9 lb
1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat » Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yello	e, etc. 100 Cost 36700 2350 1800 w stripes on 1	31.5 lb Weight 26.7 lb 19.1 lb 9 lb the sides
1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelld and a large 13 in a circle on the back. Armored (Fley water proof, breathable and can be worn layered wit	e, etc. 100 Cost 36700 2350 1800 w stripes on 1 ible), wind at hout penalty.	31.5 lb Weight 26.7 lb 19.1 lb 9 lb the sides sorbing, Gives 2 DR
1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat » Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yello and a large 13 in a circle on the back. Armored (Fles water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. A	e, etc. 100 Cost 36700 2350 1800 w stripes on 1 ible), wind at hout penalty.	31.5 lb Weight 26.7 lb 19.1 lb 9 lb the sides sorbing, Gives 2 DR
1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelld and a large 13 in a circle on the back. Armored (Flew water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. Au rolls against heat and cold. Notes: [notes]	e, etc. 100 Cost 36700 2350 1800 w stripes on 1 ible), wind at hout penalty. dditional, it gir	31.5 lb Weight 26.7 lb 19.1 lb 9 lb the sides sorbing, Gives 2 DR
1 1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yello and a large 13 in a circle on the back. Armored (Fley- water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. Ar rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands	e, etc. 100 Cost 36700 2350 1800 w stripes on t kible), wind atb hout penalty. dditional, it gives	31.5 lb Weight 26.7 lb 19.1 lb 9 lb the sides osorbing, Gives 2 DR ves +1 to
1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelld and a large 13 in a circle on the back. Armored (Fles water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. Au rolls against heat and cold. Notes: [notes]	e, etc. 100 Cost 36700 2350 1800 w stripes on t ible), wind at hout penalty. dditional, it gives 75	31.5 lb Weight 26.7 lb 19.1 lb 9 lb the sides psorbing, Gives 2 DR ves +1 to 2.2 lb
1 1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelld and a large 13 in a circle on the back. Armored (Fley water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. Ar rolls against heat and cold. Notes: [notes] Location: Ilmbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC: DR:5/2 Notes: [2,6] Conceala Split DR: use the higher DR only if the attack strikes	e, etc. 100 Cost 36700 2350 1800 w stripes on 1 kible), wind at hout penalty. dditional, it giv 75 able as or unc	31.5 lb Weight 26.7 lb 19.1 lb 9 lb the sides psorbing, Gives 2 DR ves +1 to 2.2 lb der clothing.
1 1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelld and a large 13 in a circle on the back. Armored (Fley water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. Ar rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Conceala	e, etc. 100 Cost 36700 2350 1800 w stripes on 1 kible), wind at hout penalty. dditional, it giv 75 able as or unc	31.5 lb Weight 26.7 lb 19.1 lb 9 lb the sides psorbing, Gives 2 DR ves +1 to 2.2 lb der clothing.
1 1 1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: * Combat Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec JumpSuit Description: A TL9 blue, long sleeved jumpsuit, yelld and a large 13 in a circle on the back. Armored (Fley water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. Ar rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL: 8 LC:- DR:5/2 Notes: [2,6] Conceala Split DR: use the higher DR only if the attack strikes footwear). Notes: [2,6] Location: feet	e, etc. 100 Cost 36700 2350 1800 w stripes on 1 isble, wind at hout penalty. dditional, it giv 75 able as or unc underside of	31.5 lb Weight 26.7 lb 19.1 lb 9 lb the sides sorbing, Gives 2 DR ves +1 to 2.2 lb ter clothing, the foot (if
1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat » Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelld and a large 13 in a circle on the back. Armored (Fley water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. Ar rolls against heat and cold. Notes: [notes] Location: TL:8 LC:- DR:5/2 Notes: [2,6] Conceals Split DR: use the higher DR only if the attack strikes footwear). Notes: [2,6] Location: feet Mehler MIL-110, Helmet {p. B285}	e, etc. 100 Cost 36700 2350 1800 w stripes on 1 kible), wind at hout penalty. dditional, it giv 75 able as or unc	31.5 lb Weight 26.7 lb 19.1 lb 9 lb the sides sorbing, Gives 2 DR ves +1 to 2.2 lb ter clothing, the foot (if
1 1 1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: * Combat Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec JumpSuit Description: A TL9 blue, long sleeved jumpsuit, yelld and a large 13 in a circle on the back. Armored (Fley water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. Ar rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL: 8 LC:- DR:5/2 Notes: [2,6] Conceala Split DR: use the higher DR only if the attack strikes footwear). Notes: [2,6] Location: feet	e, etc. 100 Cost 36700 2350 1800 w stripes on 1 isble, wind at hout penalty. dditional, it giv 75 able as or unc underside of	31.5 lb Weight 26.7 lb 19.1 lb 9 lb the sides sorbing, Gives 2 DR ves +1 to 2.2 lb ter clothing, the foot (if
1 1 1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: * Combat Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelld and a large 13 in a circle on the back. Armored (Fley water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. Av rolls against heat and cold. Notes: [notes] Location: ItL:8 LC:- DR:5/2 Notes: [2,6] Conceala Split DR: use the higher DR only if the attack strikes footwear). Notes: [2,6] Location: feet Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull Mehler MIL-120, Vest {p. B284}	e, etc. 100 Cost 36700 2350 1800 w stripes on 1 ible), wind at hout penalty. dditional, it giv 75 able as or unc underside of 125 350	31.5 lb Weight 26.7 lb 19.1 lb 9 lb the sides sorbing, Gives 2 DR ves +1 to 2.2 lb der clothing. the foot (if 2.2 lb 5.7 lb
1 1 1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat » Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelld and a large 13 in a circle on the back. Armored (Fley water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. Ar rolls against heat and cold. Notes: [notes] Location: Ilmbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Location: feet Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull Mehler MIL-120, Vest {p. B284}	e, etc. 100 Cost 36700 2350 1800 w stripes on 1 ible), wind at hout penalty. dditional, it giv 75 able as or unc underside of 125 350 use the first, h	31.5 lb Weight 26.7 lb 19.1 lb 9 lb 9 lb 9 lb 9 lb 9 lb 9 lb 9 lb 9
1 1 1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: * Combat Combat Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelld and a large 13 in a circle on the back. Armored (Fley water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. Ar rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Location: feet Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2* Notes: [1] Split DR: L against piercing or cutting attacks; use the second, I damage types.	e, etc. 100 Cost 36700 2350 1800 w stripes on 1 ible), wind at hout penalty. dditional, it giv 75 able as or unc underside of 125 350 use the first, h	31.5 lb Weight 26.7 lb 19.1 lb 9 lb 9 lb 9 lb 9 lb 9 lb 9 lb 9 lb 9
1 1 1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat » Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelld and a large 13 in a circle on the back. Armored (Fley water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. Ar rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Location: feet Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: Skull Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2* Notes: [1] Split DR: u against piercing or cutting attacks; use the second, I damage types. Notes: [1]	e, etc. 100 Cost 36700 2350 1800 w stripes on 1 ible), wind at hout penalty. dditional, it giv 75 able as or unc underside of 125 350 use the first, h	31.5 lk Weight 26.7 lk 19.1 lk 9 lk 9 lk 9 lk 9 lk 9 lk 9 lk 9 lk 9
1 1 1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat Combat Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelld and a large 13 in a circle on the back. Armored (Flew water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. Au rolls against heat and cold. Notes: [notes] Location: fimbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Conceals Split DR: use the higher DR only if the attack strikes footwear). Notes: [2,6] Location: feet Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2* Notes: [1] Split DR: u against piercing or cutting attacks; use the second, I damage types. Notes: [1] Location: torso, groin	e, etc. 100 Cost 36700 2350 1800 w stripes on 1 ible), wind at hout penalty. dditional, it giv 75 able as or unc underside of 125 350 use the first, h	31.5 lb Weight 26.7 lb 19.1 lb 9 lb 9 lb 9 lb 9 lb 9 lb 9 lb 9 lb 9
1 1 1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat » Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelld and a large 13 in a circle on the back. Armored (Flew water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. Au rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Conceals Split DR: use the higher DR only if the attack strikes footwear). Notes: [2,6] Location: feet Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2* Notes: [1] Split DR: u against piercing or cutting attacks; use the second, I damage types. Notes: [1] Location: torso, groin	e, etc. 100 Cost 36700 2350 1800 w stripes on 1 tible), wind at hout penalty. dditional, it giv 75 able as or unc underside of 125 350 use the first, h ower DR agai	31.5 lb Weight 26.7 lb 19.1 lb 9 lb 9 lb 9 lb 9 lb 9 lb 9 lb 9 lb 9
1 1 1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: * Combat Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelld and a large 13 in a circle on the back. Armored (Fley water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. Av rolls against heat and cold. Notes: [notes] Location: Imbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Location: feet Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Location: skull Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [1] Split DR: u against piercing or cutting attacks; use the second, I damage types. Notes: [1] Location: torso, groin VauITec Load Bearing Gear {p. B289} Per Unit - Cost: 750, Weight: 2 lb	e, etc. 100 Cost 36700 2350 1800 w stripes on 1 tible), wind at hout penalty. dditional, it giv 75 able as or unc underside of 125 350 use the first, h ower DR agai	31.5 lb Weight 26.7 lb 19.1 lb 9 lb 9 lb 9 lb 9 lb 9 lb 9 lb 9 lb 9
1 1 1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat » Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelld and a large 13 in a circle on the back. Armored (Fley water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. At rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Location: feet Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2* Notes: [1] Split DR: u against piercing or cutting attacks; use the second, I damage types. Notes: [1] Location: forso, groin	e, etc. 100 Cost 36700 2350 1800 w stripes on 1 ible), wind at hout penalty. dditional, it giv 75 able as or unc underside of 125 350 use the first, h ower DR agai	31.5 lk Weight 26.7 lk 19.1 lk 9 lk 9 lk 9 lk 9 lk 9 lk 9 lk 9 lk 2.2 lk 2.2 lk 2.2 lk 2.2 lk 5.7 lk 5.7 lk 3.9 lk
1 1 1 1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: Combat Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yello and a large 13 in a circle on the back. Armored (Fley water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. Ar- rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Conceald Split DR: use the higher DR only if the attack strikes footwear). Notes: [2,6] Location: feet Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2* Notes: [1] Split DR: u against piercing or cutting attacks; use the second, I damage types. Notes: [1] Location: torso, groin VaulTec Load Bearing Gear {p. B289} Per Unit - Cost: 750, Weight: 2 lb Contents - Cost: 1540, Weight: 1.9 lb Description: Nt:s TL:9, belt and suspenders with pour Enough space for 20 lbs of gear which can be access w	e, etc. 100 Cost 36700 2350 1800 w stripes on 1 ible), wind at hout penalty. idditional, it giv 75 able as or unc underside of 125 350 ise the first, h ower DR agai 2290 ches and ring:	31.5 lb Weight 26.7 lb 19.1 lb 9 lb the sides sorbing, Gives 2 DR ves +1 to 2.2 lb der clothing. the foot (if 2.2 lb 5.7 lb igher DR inst all other 3.9 lb s for gear.
1 1 1 1	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: Combat Combat Contents - Cost: 36700, Weight: 26.7 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelld and a large 13 in a circle on the back. Armored (Fley water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. Ar rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Conceals Split DR: use the higher DR only if the attack strikes footwear). Notes: [2,6] Location: feet Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:2 OR:5/2* Notes: [1] Split DR: u against piercing or cutting attacks; use the second, I damage types. Notes: [1] Location: forso, groin VaulTec Load Bearing Gear {p. B289} Per Unit - Cost: 750, Weight: 2 lb Contents - Cost: 1540, Weight: 19 lb Description: TL:9, belt and suspenders with pour	e, etc. 100 Cost 36700 2350 1800 w stripes on 1 ible), wind at hout penalty. dditional, it giv 75 able as or unc underside of 125 350 use the first, h ower DR agai 2290 ches and ring; ith fast draw. 150	31.5 lb Weight 26.7 lb 19.1 lb 9 lb the sides sorbing, Gives 2 DR ves +1 to 2.2 lb fer clothing. the foot (if 2.2 lb 5.7 lb igher DR inst all other 3.9 lb s for gear. 3.2 oz

	LOAD-OUTS (continued)		
Qty	« Combat »	Cost	Weight
1	VaulTec Load Bearing Gear	2290	3.9 lb
	{p. B289}		
1	VaulTec Radio Headset	1000	8 oz
	Description: Secure; palm-sized; 10km range; low-revideo transmiting; Battery 10h, 2B	es camera and	screen for
1	KaBar Defender Combat Knife	300	8 oz
· .	(Superfine, *6) {p. B272, B276}	000	0.02
	Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 im	p Acc:0	
	Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1]		
	cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thru Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. S		
	Ranged Weapon Table (p. 275)]		incred in the second se
	Notes: [[1]]		
1	H&K sUSP III, 10mmCLP	90	11.2 oz
4	(Magazine, 20 rounds)	00000	10
1	Rolex Explorer XXX, Watch/TL9 Description: Survival watch; BioMon (+1 Diag); Chronol	30000	4.8 oz
	Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 ki		
	1 inch display	<u> </u>	
1	VerzPi (Pistol Holster) {p. B289}	2060	3.4 lb
	Per Unit - Cost: 350, Weight: 3.2 oz Contents - Cost: 1710, Weight: 3.2 lb		
	Description: TL:9 Made out of ultra-tech fibers and mes		
	can fit any TL9 sidearm and one magazine. It gives +1	to Fast-Draw if	worn in the
1	H&K sUSP III, 10mmCLP	90	11.2 oz
	(Magazine, 20 rounds)	00	11.2 02
1	H&K USPs III, 10mmCLP (Heavy	1620	2.5 lb
	Automatic Pistol)		
	2019181716 1514131211 109876 54321		
	Description: TL:9 LC:3 Ammo:0.7 lb. Damage:3d pi-		
	RoF:3 Shots:20+1(3) ST:10 Bulk:-2 RcI:2 Skill:Guns Koch Universal Selbstlade Pistole schwer III was the		
	various western special operation forces before the		
	compared to the standart model. Totals:	36700	26.7 lb
		00700	20.7 10
	SCRATCH PAD		

DESCRIPTION

Bio: Vater: Computer Engineer Cosmo Mendoz Mutter: Köchin der Vault Mary Mendoz Schwerster: Cathy

Kennt zwar alle Bewohner der Vault die sein Genie im Umgang mit technischem Gerät schätzen, hat aber ausser GIL keine wirklich nahen Freunde

Ist ständig am forschen und besessen davon, neue Dinge zu lernen oder herauszufinden.

Schlimmstes und einschneidenstes Ereignis war ein 1 wöchiger Stromausfall in der Vault der ihn traumatisiert hat. Er hortet deshalb Batterien die er nur rausgibt, wenn es sich seiner Meinung nach - um einen Notfall handelt.

Ziele: Will TL10 Robofac finden und dann eine neue Metropole erbauen. Damit erhofft er sich genug Ressourcen zu haben um herauszufinden, was mit der Marsbasis passiert ist, die kurz vor dem Krieg errichtet wurde.

Leitspruch:"Faster than a speeding bullet"

CAMPAIGN LOG							
Points: (logged) 0	+ (other) 0	= (total) 0					
Initial Character Creation	on						
Character created using GURPS Character Assistant 4							
17.03.2012: 0 pts							
POINTS SUMMARY			Pts				
Basic Attributes, Second	ary Characteristi	cs [165]				
Advantages, Perks		[80]				
Disadvantages, Quirks		[-35]				
Skills, Techniques		[35]				
	Tot	al Points Spent:	245				
		Unspent Points:	10				