



Name: Astro Mendoz

Race: Human

Appearance: Tall, glasses, unshaven... Eine Kreuzung zwischen einer Brillenschlange und einem Bücherwurm mit ein paar Pfund zuviel auf den Rippen.

Player: Sam Ritschard

Ht: 1.85m Wt: 1.87

Age: 29

Spent: 254

Unspent: 1

CHARACTER SHEET

ST	11	[10]	HP	11	[0]	Basic Speed	6	[5]
DX	12	[40]	Will	16	[0]	Basic Move	6	[0]
IQ	16	[120]	Per	12	[-20]	BL	24 lb	(ST×ST)/5
HT	11*	[10]	FP	11	[0]	Thr	1d-1	Sw 1d+1
TL	10†	[0]	SM	+0				

* Conditional: +3 from 'Sleeping Bag, Insulated' when resisting freezing
 † Includes: +1 from 'High TL'

Vision	12	Fright Check	16	High Jump	2.17 ft
Hearing	12	Consciousness	11	Money	-14150
Touch	12	Death Check	11		
Taste/Smell	12	Broad Jump	3 yd		

ENCUMBRANCE TABLE					
Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	24 lb	48 lb	72 lb	144 lb	240 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	48 lb	192 lb	288 lb	360 lb	1200 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:	+0
Status:	+0
Other:	+0*

* Conditional: -1 from 'Stubbornness', +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, +1 from 'Merchant' when buying or selling

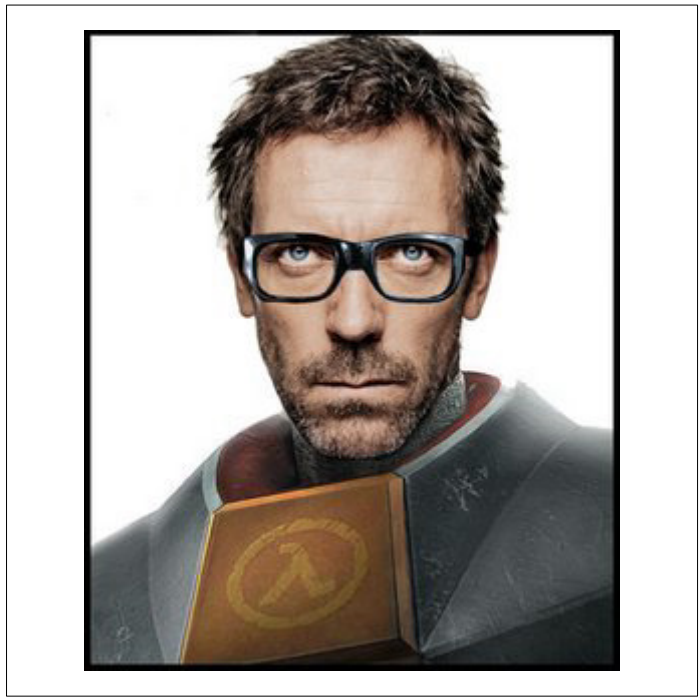
CULTURAL FAMILIARITIES	
Name	Pts
Pre-War Western (Native) {p. B23}	[0]

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

TEMPLATES AND META-TRAITS	
Name	Pts
Vault Dweller {p. Wiki} 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.	[0]

ADVANTAGES	
Name	Pts
Gadgeteer (Quick) {p. B56}	[50]
Gizmo 1 {p. B58}	[5]
High TL 1 {p. B23}	[5]
Luck {p. B66, P59}	[15]
Versatile {p. B96}	[5]

DISADVANTAGES	
Name	Pts
Obsession (Find Tech) (Short-Term Goal) (12 or less, *1) {p. B146}	[-5]
Pacifism (Cannot Harm Innocents) {p. B148}	[-10]
Pyromania (12 or less, *1) {p. B150}	[-5]
Sense of Duty (Team) (Small Group) {p. B153}	[-5]
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}	[-1]
Slightly Absent-Minded	[-1]

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (Free Nevada) {p. B176}	16	IQ+0	[1]
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]
dDriving/TL10 (Construction Equipment) {p. B188}	12	DX+0	[1]
dDriving/TL10 (Mecha) {p. B188}	12	DX+0	[1]
dDriving/TL10 (Motorcycle) {p. B188}	12	DX+0	[1]
dDriving/TL10 (Tracked) {p. B188}	12	DX+0	[1]
Engineer! {p. B175} Description: Wildcard Skill, Quick Gadgeteer Required: 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).	14	IQ-2	[6]
Fast-Draw (Gizmo) {p. B194}	12	DX+0	[1]
Fast-Talk {p. B195}	15	IQ-1	[1]
First Aid/TL10 (Human) {p. B195}	16	IQ+0	[1]
Guns/TL10 (Pistol) {p. B198}	12	DX+0	[1]
Handyman! {p. B175} 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.	14	IQ-2	[6]
History (The Old World) {p. B200}	14	IQ-2	[1]
Holdout {p. B200}	15	IQ-1	[1]
Merchant {p. B209}	15	IQ-1	[1]
NBC Suit/TL10 {p. B192}	11	DX-1	[1]
Piloting/TL10 (Autogyro) {p. B214}	11	DX-1	[1]
Piloting/TL10 (Contragravity) {p. B214}	11	DX-1	[1]
Piloting/TL10 (Flight Pack) {p. B214}	11	DX-1	[1]
Piloting/TL10 (Vertol) {p. B214}	11	DX-1	[1]
Savoir-Faire (Vault) {p. B218}	16	IQ+0	[1]
Scientist! {p. B175} 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)!	13	IQ-3	[3]
Scrounging {p. B218}	14	Per+2	[4]
Soldier/TL10 {p. B221}	15	IQ-1	[1]
Speed-Reading {p. B222}	15	IQ-1	[1]
Weird Science {p. B228}	13	IQ-3	[1]
			[]
			[]
			[]
			[]

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	12	—	1d-2 cr	C	—	—	—	
Kick	10	—	1d-1 cr	C,1	—	—	—	
Punch	12	9	1d-2 cr	C	—	—	—	
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	
KaBar Defender Combat Knife: Thrust	8	6	1d(2) imp	C	5	.5	4	[1]
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 (Heavy Automatic Pistol)	12	3d pi+	2	180 yd / 1.14 mi	3	20+1(3)	10	-3	3	2.5	3	
KaBar Defender Combat Knife: Thrown	8	1d(2) imp	—	6 yd / 11 yd	1	T(1)	5	-1	—	.5	4	

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

PARRY	PARRY	BLOCK	DODGE	OTHER
9	9	7	8/9	
DX	DX	DX	Light	

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
11 10 9 8 7 0	-1 -2 -3 -4	-11 -12 -13 -14 -15	-22 -23 -24 -25 -26	-33 -34 -35 -36 -37	-44 -45 -46 -47 -48
6 5 4 3 2	-5 -6 -7 -8 -9	-16 -17 -18 -19 -20	-27 -28 -29 -30 -31	-38 -39 -40 -41 -42	-49 -50 -51 -52 -53
1	-10	-21	-32	-43	-54

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	3-4	5-7
1d-3	1d-2	1d-1

TECHNIQUES			
Name	Level	Relative	Pts

DESCRIPTION
<p>Bio: Vater: Computer Engineer Cosmo Mendoz Mutter: Köchin der Vault Mary Mendoz Schwester: Cathy</p> <p>Kennt zwar alle Bewohner der Vault die sein Genie im Umgang mit technischem Gerät schätzen, hat aber ausser GIL keine wirklich nahen Freunde</p> <p>Ist ständig am forschen und besessen davon, neue Dinge zu lernen oder herauszufinden.</p> <p>Schlimmstes und einschneidendstes 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.</p> <p>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.</p> <p>Leitspruch: "Faster than a speeding bullet"</p>

CAMPAIGN LOG
<p>Points: (logged) 0 + (other) 0 = (total) 0</p> <p>Initial Character Creation</p> <p>Character created using GURPS Character Assistant 4</p> <p><small>17.03.2012: 0 pts</small></p>

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	165
Advantages, Perks	80
Disadvantages, Quirks	-35
Skills, Techniques	44
Total Points Spent:	254
Unspent Points:	1