

Name: Astro MendozPlayer: Sam RitschardSpent: 254Race: HumanHt: 1.85mWt: 1.87Age: 29Unspent: 1Appearance: Tall, glasses, unshaven... Eine Kreuzung zwischen einer Brillenschlange und einem
Bücherwurm mit ein paar Pfund zuviel auf den Rippen.Billenschlange und einem

CHARACTER SHEET

	CHARA	••••										
ST	11	[10]	HP	11	[<mark>0</mark>]	Basic Speed	h		[5]
DX	12	[40]	Will	16	[0]	Basic Move	6		[0]
IQ	16	[120]	Per	12	[-20]	BL	24	lb	(97	ST)/5
нт	11*	[10]	FP	11	[0]	Thr 1	d-1	Sw	1d-	
TL	10†					[0]	SM	+0	-		
	ditional: +3 : udes: +1 fro			g Bag, In	sulated' wh	nen r	esisting	freezing	1			
			10	Entrada			10	LBada	Luna	-	0.47	
Visio			12	Frigh	t Check	~~	16		Jum	ρ	2.17	
Hear Touc			12 12		h Check		11 11	Mon	ey		141	50
	e/Smell		12		d Jump		3 yd					
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Nam	-		None	e «	Light »		Med		Hvy		X-H	
Lifting			<u>×1</u>		<u>×2</u>		<u>×3</u>		<u>×6</u> _		_ <u>×1(</u>	
Basi			24 lt)	<u>48 lb</u>		72 lb		<u>44 lb</u>		240	
Grou			<u>×1</u> 6 yd		_ <u>×0.8</u>		×0.6 3 yd		×0.4_ 2 yd		_×0. 1 y	
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Nam	-		Lift		Lift [†]		Over‡		ack§		Sligh	
Basi			48 lt		192 lb		288 lb		60 lb		1200) Ib
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[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	11
dDriving/TL10 (Tracked) {p. B188}	12	DX+0	[1]
Engineer! {p. B175}	14	IQ-2	[6]
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). 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	11
Guns/TL10 (Pistol) {p. B198}	12	DX+0	11
Handyman! {p. B175}	14	IQ-2	i 61
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	10.0	[4]
History (The Old World) {p. B200}	14 15	IQ-2 IQ-1	[1] [1]
Holdout {p. B200}	15	IQ-1	
Merchant {p. B209} NBC Suit/TL10 {p. B192}	11	DX-1	
Piloting/TL10 (Autogyro) {p. B214}	11	DX-1	
Piloting/TL10 (Contragravity) {p. B214}	11	DX-1	
Piloting/TL10 (Flight Pack) {p. B214}	11	DX-1	
Piloting/TL10 (Vertol) {p. B214}	11	DX-1	
Savoir-Faire (Valid) {p. B218}	16	IQ+0	
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	
Weird Science {p. B228}	13	IQ-3	[1]
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		MELEE A	ATTACKS					
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	12	-	1d-2 cr	С	-	-	-	
Kick	10	-	1d-1 cr	C,1	-	-	_	
Punch	12	9	1d-2 cr	С	-	-	-	
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	С	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.

ΗP 0 HP -1×HP -2×HP -3×HP -4×HP 0987 -1 -2 -3 6 5 4 -7 -8 -9 -42 1 -32 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. -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 FP loss effects are cumulative with each other and any effects FP 0 FP suffered from HP loss. less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST 098 1 -2 -3 5 -6 -7 -8 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. -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 3–4 5-7 1d-3 1d-2 1d-1 **TECHNIQUES** Name Level Relative Pts

<u> </u>	LOAD-OUTS	a .		
Qty 1	Backpack Mammut Backpack, Frame/TL9	Cost 6950	Veight 72.05 lb	Qty
÷.	{p. B288}			
	Per Unit - Cost: 500, Weight: 6 lb Contents - Cost: 6450, Weight: 66.05 lb			1
1	Description: TL:9 Notes: Holds 100 lbs. of gear, made from airFresh Vapor, Canteen	<u>n ultra light ma</u> 180	terials. 3 lb	1
	Description: 11; Extracts 11 in 4 h at 50% humidity; Batte	ery B/100I	0.10	· ·
1	Glow Stick, Light Source Description: 2m radius; white light; 24h	25	_	
1	reFresh Filtration, Canteen Description: 11; Purifies 1I 30' - impurities, salts, microb	180	3 lb	
	uses - color indictes replacement			
30	VauITec Survival Ration {p. UT73} Per Unit - Cost: 8, Weight: 3.2 oz	240	6 lb	1
1	Description: TL:9 Shelf-life of 15 years, needs 0.5l wate Swiss Army Knife	er 10	1.6 oz	
	Description: Screwdriver, scissory, small knife, file, twe			2
1	toothpick Personal Basics {p. B288}	5	1 lb	
	Description: TL:0 Notes: Minimum gear for camping: -2 it. Includes utensils, tinderbox or flint and steel, towel, e			
1	Atombrot, Candy Bar	10	1.6 oz	
300	Description: vacuum-proot wrapper, counts as a meal Caps	300	3 lb	
	Per Unit - Cost: 1, Weight: 2.56 dr	000	0.10	
1	Description: The Post Nuclear War Currency Food Tablets {p. UT73}	340	1.6 oz	1
	Teliinele 76548 21 Description: TL:9 12 Meals Shelf-life of 30 years			
3	Camel Bag	60	24.75 lb	1
	Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a h	ose allows drir	nking when	
1	in the backpack. Sleeping Bag, Insulated {p. B288}	100	15 lb	
	Description: TL:7 Notes: +3 HT to resist freezing.			- 1
1	VaulTec Suitcase Minifac {p. UT90} Description: A portable system that fits in a carrying case	5000 se. or a large t	10 lb	1
	adds +1 (quality) to Machinist skill and can fabricate \$1 hour.	0 or 0.1 lbs. o	f product per	
	Totals:	6950	72.05 lb	
Qty	Bases	Cost	Weight	
1	Base Contents - Cost: 100, Weight: 31.5 lb	100	31.5 lb	1
2	Camel Bag	40	16.5 lb	
	Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a h	ose allows drir	nking when	
0.0	in the backpack.		45.0	
30	Traveler's Rations {p. B288}	60	15 lb	
30	Per Unit - Cost: 2, Weight: 8 oz		al 61	
30			31.5 lb	
Qty	Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chee: Totals: « Combat »	se, etc. 100 Cost	31.5 lb Weight	
	Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chee: Totals: « Combat » Combat	se, etc. 100	31.5 lb	
Qty	Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat Combat Contents - Cost: 37100, Weight: 27.1 lb Armor	se, etc. 100 Cost	31.5 lb Weight	
Qty 1	Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat » Combat Contents - Cost: 37100, Weight: 27.1 lb	se, etc. 100 Cost 37100	31.5 lb Weight 27.1 lb	
Qty 1	Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat » Combat Contents - Cost: 37100, Weight: 27.1 lb Armor Contents - Cost: 2350, Weight: 19.1 lb	se, etc. 100 Cost 37100 2350 1800 ow stripes on t	31.5 lb Weight 27.1 lb 19.1 lb 9 lb the sides	
Qty 1	Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat » Combat Contents - Cost: 37100, Weight: 27.1 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelk and a large 13 in a circle on the back. Armored (Fle water proof, breathable and can be worn layered wi	se, etc. 100 Cost 37100 2350 1800 ow stripes on 1 xible), wind ab thout penalty.	31.5 lb Weight 27.1 lb 19.1 lb 9 lb the sides sorbing, Gives 2 DR	
Qty 1	Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat » Combat Contents - Cost: 37100, Weight: 27.1 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yell and a large 13 in a circle on the back. Armored (Fle water proof, breathable and can be worn layered wi on groin, torso, limbs, feet, hands, neck and skull. A rolls against heat and cold.	se, etc. 100 Cost 37100 2350 1800 ow stripes on 1 xible), wind ab thout penalty.	31.5 lb Weight 27.1 lb 19.1 lb 9 lb the sides sorbing, Gives 2 DR	
Qty 1 1	Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat » Combat Contents - Cost: 37100, Weight: 27.1 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelk and a large 13 in a circle on the back. Armored (Fle water proof, breathable and can be worn layered wi on groin, torso, limbs, feet, hands, neck and skull. A rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands	se, etc. 100 Cost 37100 2350 1800 ow stripes on t xible), wind ab thout penalty. dditional, it giv	31.5 lb Weight 27.1 lb 19.1 lb 9 lb the sides psorbing, Gives 2 DR ves +1 to	
Qty 1	Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, chees Totals: « Combat » Combat Contents - Cost: 37100, Weight: 27.1 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelk and a large 13 in a circle on the back. Armored (Fle water proof, breathable and can be worn layered wi on groin, torso, limbs, feet, hands, neck and skull. A rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284}	se, etc. 100 Cost 37100 2350 1800 ow stripes on t xible), wind ab thout penalty. dditional, it gives 5 75	31.5 lb Weight 27.1 lb 19.1 lb 9 lb the sides peorbing, Gives 2 DR ves +1 to 2.2 lb	
Qty 1 1	Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheer Totals: « Combat » Combat Contents - Cost: 37100, Weight: 27.1 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yell and a large 13 in a circle on the back. Armored (Fle water proof, breathable and can be worn layered will on groin, torso, limbs, feet, hands, neck and skull. A 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] Conceal Spilt DR: use the higher DR only if the attack strikes	se, etc. 100 Cost 37100 2350 1800 ow stripes on t xible), wind ab thout penalty. dditional, it giv s 75 able as or und	31.5 lb Weight 27.1 lb 19.1 lb 9 lb the sides usorbing, Gives 2 DR ves +1 to 2.2 lb ler clothing.	
Qty 1 1	Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheer Totals: « Combat » Combat Contents - Cost: 37100, Weight: 27.1 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 (Fle water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. A rolls against heat and cold. Notes: [notes] Location: IL:8 LC: DR:5/2 Notes: [2,6] Conceal Split DR: use the higher DR only if the attack strikes footwear). Notes: [2,6]	se, etc. 100 Cost 37100 2350 1800 ow stripes on t xible), wind ab thout penalty. dditional, it giv s 75 able as or und	31.5 lb Weight 27.1 lb 19.1 lb 9 lb the sides usorbing, Gives 2 DR ves +1 to 2.2 lb ler clothing.	
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Qty 1 1 1 1	Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheer Totals: « Combat » Combat Contents - Cost: 37100, Weight: 27.1 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yelk and a large 13 in a circle on the back. Armored (Fle water proof, breathable and can be worn layered wit on groin, torso, limbs, feet, hands, neck and skull. A 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}	se, etc. 100 Cost 37100 2350 1800 ow stripes on t thout penalty. dditional, it gives 75 able as or under underside of 125 350	31.5 lb Weight 27.1 lb 19.1 lb 9 lb the sides sorbing, Gives 2 DR ves +1 to 2.2 lb ter clothing, the foot (if 2.2 lb	
Qty 1 1 1	Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheer Totals: * Combat Combat Contents - Cost: 37100, Weight: 27.1 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yell and a large 13 in a circle on the back. Armored (Fle water proof, breathable and can be worn layered wi on groin, torso, limbs, feet, hands, neck and skull. A 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] Conceal 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: fkull Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2* Notes: [1] Split DR: against piercing or cutting attacks; use the second,	se, etc. 100 Cost 37100 2350 1800 ow stripes on 1 thout penalty. dditional, it gives 75 able as or under subject of 125 350 use the first, h	31.5 lb Weight 27.1 lb 19.1 lb 9 lb the sides sorbing, Gives 2 DR ves +1 to 2.2 lb ler clothing. the foot (if 2.2 lb 5.7 lb igher DR	
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ty	LOAD-OUTS (continued) « Combat »	Cost	Weight
1	VaulTec Load Bearing Gear	2690	4.3 lb
1	{p. B289} VaulTec Radio Headset	1000	8 oz
	Description: Secure; palm-sized; 10km range; low-re	es camera and	screen for
1	video transmiting; Battery 10h, 2B KaBar Defender Combat Knife	300	8 oz
	(Superfine, *6) {p. B272, B276}		
	Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 im Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1]		Dom:cw 2
	cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thru	st Dam:thr-1 ir	np Reach:C
	Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. S Ranged Weapon Table (p. 275)]	See Muscle Po	wered
	Notes: [[1]]		11.0
1	H&K sUSP III, 10mmCLP FMJ (Magazine, 20 rounds)	90	11.2 oz
2	Stimpack	400	6.4 oz
	Per Unit - Cost: 200, Weight: 3.2 oz	- Other	
	Description: A small disposable first-aid item, when a wound, it instantly closes the wound and restores	+5 hit points. (Only one
	Stimpack can be used per wound, except for a guns the way through the patient (one stimpack for entry		
	wound, heals a total of +10 hit points). Millions of st	impacks were	made before
	the war, and any surviving high-tech medlabs can p Injection. Injections require a First Aid roll with a +2		
	second to apply one Stimpack. Drawbacks: None. T		
1	immediately. Rolex Explorer XXX, Watch/TL9	30000	4.8 oz
	Description: Survival watch; BioMon (+1 Diag); Chrono		
	Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 k 1 inch display	m); Tiny Comp	iu (TTB); 2D
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	hes, this very	light holster
		to rast braw i	womminute
	open.		
1	H&K USPs III, 10mmCLP (Heavy	1620	2.5 lb
1	H&K USPs III, 10mmCLP (Heavy Automatic Pistol)		2.5 lb
1	H&K USPs III, 10mmCLP (Heavy Automatic Pistol) @19181716 15:4131211 109878 54321 Description: TL:9 LC:3 Ammo:0.7 lb. Damage:3d pi-] + Acc:2 Range	:180/2000
1	H&K USPs III, 10mmCLP (Heavy Automatic Pistol) @@@@@?@ tscillater to @@?@ sale: Description: TL:9 LC:3 Ammo:0.7 lb. Damage:3d pi- RoF:3 Shots:20+1(3) ST:10 Bulk:-2 Rcl:2 Skill:Guns Koch Universal Selbstlade Pistole schwer III was th] + Acc:2 Range s (Pistol); The I e standart side	:180/2000 Heckler & arm of
1	H&K USPs III, 10mmCLP (Heavy Automatic Pistol) Billigibility International International International Description: TL:9 LC:3 Ammo:0.7 lb. Damage:3d pi- RoF:3 Shots:20+1(3) ST:10 Bulk:-2 Rcl:2 Skill:Cums Koch Universal Selbstlade Pistole schwer III was the various western special operation forces before the compared to the standart model.] + Acc:2 Range s (Pistol); The I e standart side	:180/2000 Heckler & arm of
	H&K USPs III, 10mmCLP (Heavy Automatic Pistol) @I®I®I©I©I©I®I®I©I®I®IZE Description: TL:9 LC:3 Ammo:0.7 lb. Damage:3d pi- RoF:3 Shots:20+1(3) ST:10 Bulk:-2 Rcl:2 Skill:Cum Koch Universal Selbstlade Pistole schwer III was th various western special operation forces before the compared to the standart model. H&K sUSP III, 10mmCLP FMJ] + Acc:2 Range s (Pistol); The I e standart side	:180/2000 Heckler & earm of arger caliber
	H&K USPs III, 10mmCLP (Heavy Automatic Pistol) anise intervention in the intervention of the intervention Description: TL:9 LC:3 Ammo:0.7 lb. Damage:3d pi- RoF:3 Shots:20+1(3) ST:10 Bulk:-2 Rcl:2 Skill:Cum Koch Universal Selbstlade Pistole schwer III was the various western special operation forces before the compared to the standart model. H&K sUSP III, 10mmCLP FMJ (Magazine, 20 rounds)) + Acc:2 Range s (Pistol); The I e standart side war. It has a la 90	:180/2000 Heckler & earm of arger caliber 11.2 oz
	H&K USPs III, 10mmCLP (Heavy Automatic Pistol) @INITE INFORMATION IN THE INFORMATION Description: TL:9 LC:3 Ammo:0.7 lb. Damage:3d pi- RoF:3 Shots:20+1(3) ST:10 Bulk:-2 Rc!:2 Skill:Guns Koch Universal Selbstlade Pistole schwer III was the various western special operation forces before the compared to the standart model. H&K sUSP III, 10mmCLP FMJ (Magazine, 20 rounds) Totals:] + Acc:2 Range s (Pistol); The l e standart side war. It has a la	Heckler & arm of
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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 Crea	tion							
Character created usir	ng GURPS Charac	ter Assistant 4						
17.03.2012: 0 pts	-							
POINTS SUMMARY			Pts					
Basic Attributes, Secor	ndary Characteristic	cs [165]					
Advantages, Perks		[80]					
Disadvantages, Quirks		[-35]					
Skills, Techniques		[44]					
	Tota	al Points Spent:	254					
	ι	Jnspent Points:	1					