



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: 247

Unspent: 8

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				

* Includes: +1 from 'High TL'

Vision	12	Fright Check	16	High Jump	2.17 ft
Hearing	12	Consciousness	11	Money	15200
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}	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 (Newvada), 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
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	-1
Congenial {p. B164}	-1
Humble {p. B164}	-1
Likes Shiny lights {p. B164}	-1
Slightly Absent-Minded	-1

Description: You've grown up in a bunker, have never seen the light of day and act accordingly.

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]
Driving/TL10 (Automobile) {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 electrical - 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]
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 Survivor, Tactical Knife (Superfine): swing	8	7	1d(2) cut	C,1	5	.5	4	
KABAR Survivor, Tactical Knife (Superfine): thrust	8	7	1d(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 UCps III, 10mmCLP	12	3d pi+	2	180 yd / 1.14 mi	3	20+1(3)	10	-2	3	2.5	3	
KABAR Survivor, Tactical Knife (Superfine): 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	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
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

LOAD-OUTS			
Qty	Backpack	Cost	Weight
1	Mammut Backpack, Frame {p. wiki} Per Unit - Cost: 500, Weight: 4 lb Contents - Cost: 1280, Weight: 42.52 lb Description: TL:9 LC:4 A framed backpack that holds 100 lbs. of gear, made from ultra light materials.	1780	46.52 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} 12 11 10 9 8 7 6 5 4 3 2 1 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; 24hr	50	12.8 dr
1	reFresh Filtration, Canteen {p. wiki} 100 99 98 97 96 95 94 93 92 91 90 89 88 87 86 85 84 83 82 81 80 79 78 77 76 75 74 73 72 71 70 69 68 67 66 65 64 63 62 61 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 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
Totals:		1780	46.52 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
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 12840, Weight: 19.9 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.	12840	19.9 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Combat	12840	19.9 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: 1840, Weight: 3.3 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.	2190	3.9 lb
1	H&K UCPs III, 10mmCLP {p. wiki} Description: TL:9 LC:3 Ammo:0.4 lb. Damage:3d pi+ Acc:2 Range:180/2000 RoF:3 Shots:20+1(3) ST:10 Bulk:-2 Rcl:3 Skill:Guns (Pistol), The Heckler & Koch Universal Caseless Pistole schwer III was the standard sidearm of various western special operation forces before the war. It has a larger caliber compared to the standart model.	1620	2.5 lb
2	H&K UCPs III, 10mmCLP (Magazine, 20 Cartridges) Per Unit - Cost: 110, Weight: 6.4 oz Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable.	220	12.8 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
1	Rolex Explorer XXX {p. wiki} Description: TL:9 LC:4 Survival watch; Bio Monitor gives Physician a bonus to diagnose patient wearing watch (+1 Diag); Chronometer; GPS receiver (Does not work); Inertial & Mag. Compass & Map (+2 Navi); Beacon (10 km); Tiny Compu (Complexity 3, 1TB); 2D 1 inch display	5000	4.8 oz
Totals:		12840	19.9 lb

