



Name: Brian Fokker
Race: Human
Appearance:

Player: Philipp Koschmann
Ht: Wt: Age: 16

Spent: 248
Unspent: 2

CHARACTER SHEET

ST 11 [10]	HP 11 [0]	Basic Speed 5,5 [0]
DX 11 [20]	Will 16 [0]	Basic Move 5 [0]
IQ 16 [120]	Per 12 [-20]	BL 24 lb (ST×ST)/5
HT 11* [10]	FP 14 [9]	Thr 1d-1 Sw 1d+1
TL 9 [0]		SM +0

* Conditional: +1 from 'Fit'

Vision 12	Fright Check 16	High Jump 1.67 ft
Hearing 12	Consciousness 12*	Money 6000
Touch 12	Death Check 12*	
Taste/Smell 12	Broad Jump 2.33 yd	

* Includes: +1 from 'Fit'

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	5 yd	4 yd	3 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	5 yd	4 yd	3 yd	2 yd	1 yd
Dodge	8	7	6	5	4

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: +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known

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 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 (Eureka), Driving (Automobile), First Aid (Human), Guns (Pistol)	[0]

ADVANTAGES

Name	Pts
Dream Projection 1 (Psi) {p. PP73-74} Roll: 14 (Dream Projection)	[20]
Fit {p. B55}	[5]
Luck {p. B66, P59}	[15]
TK Bullet 2 (Psi) {p. PP53-54} Roll: 15 (TK Bullet)	[10]
TK Crush 2 (Psi) {p. PP54} Roll: 15 (TK Crush)	[10]
TK Grab - Short Ranged 10 (Psi) {p. PP54-55} Roll: 15 (TK Grab)	[40]

PERKS

Name	Pts
	[]

DISADVANTAGES

Name	Pts
Curious (12 or less, *) {p. B129}	[-5]

DISADVANTAGES (continued)

Name	Pts
Flashbacks (Mild) {p. B136}	[-5]
Greed (12 or less, *) {p. B137}	[-15]
Sense of Duty (Team; Small Group) {p. B153}	[-5]

QUIRKS

Name	Pts
Unused Quirk 1 {p. B163}	[-1]
Unused Quirk 2 {p. B163}	[-1]
Unused Quirk 3 {p. B163}	[-1]
Unused Quirk 4 {p. B163}	[-1]
Bunker4Life Description: You've grown up in a bunker, have never seen the light of day and act accordingly.	[-1]

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (Eureka County) {p. B176}	16	IQ+0	[1]
Computer Operation/TL9 {p. B184}	17	IQ+1	[2]
Dream Projection {p. PP73-74}	14	IQ-2	[1]
Driving/TL9 (Automobile) {p. B188}	11	DX+0	[1]
First Aid/TL9 (Human) {p. B195}	17	IQ+1	[2]
Guns/TL9 (Pistol) {p. B198}	11	DX+0	[1]
History (The Old World) {p. B200}	15	IQ-1	[2]
NBC Suit/TL9 {p. B192}	11	DX+0	[2]
Savoir-Faire (Vault) {p. B218}	17	IQ+1	[2]
Soldier/TL9 {p. B221}	16	IQ+0	[2]
Telekinetic Control {p. PP54}	13	IQ-3	[1]
TK Bullet {p. PP53-54}	15	IQ-1	[2]
TK Crush {p. PP54}	15	IQ-1	[2]
TK Grab {p. PP54-55}	15	IQ-1	[2]

MELEE ATTACKS								
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	11	—	1d-2 cr	C	—	—	—	
Kick	9	—	1d-1 cr	C,1	—	—	—	
Punch	11	8	1d-2 cr	C	—	—	—	

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
TK Bullet	15	2d-2 pi	3	500 yd / 200 yd	1	various	*	*	1	—	*	

Shots "I": Shots must be loaded individually. The reload time listed is *per shot* rather than for all shots.

PARRY	PARRY	BLOCK	DODGE	OTHER	SCRATCH PAD							
8	8	6	8									
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
14 13 12 11 10	0 -1 -2 -3 -4
9 8 7 6 5	-5 -6 -7 -8 -9
4 3 2 1	-10 -11 -12 -13

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	5-6
1d-3	1d-2	1d-1

TECHNIQUES			
Name	Level	Relative	Pts
Brain Squeeze (TK Crush) {p. B229}	15	def+10	11

CAMPAIGN LOG	
Points: (logged) 0	+ (other) 0 = (total) 0
Initial Character Creation	
Character created using GURPS Character Assistant 4	
14.03.2012: 0 pts	
POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	[149]
Advantages, Perks	[100]
Disadvantages, Quirks	[-35]
Skills, Techniques	[34]
Total Points Spent:	248
Unspent Points:	2