

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 5,5	[0]
DX	11	[20]	Will	16	[0]	Basic 5 Move 5	[0]
IQ	16	[120]	Per	12	[-20]	BL 24 lk	O (ST)	«ST)/5
нт	11*	[10]	FP	14	[9]	Thr 1d-1	Sw 1d-	⊦ 1
TL	9					[0]	SM +0		
* Cond	* 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 2.3	3 yd		

* Includes: +1 from 'Fit'

ENCUMBRANCE TABLE						
Name	« None »	Light	Med	Hvy	X-Hvy	
Lifting	×1	×2	×3	×6	×10	
Basic	24 lb	48 lb	72 lb	144 lb	240 lb	
Movement	×1	×0.8	×0.6	×0.4	×0.2	
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	
		1	-2	-3	-4	
Dodge	8	7	6	5	4	

LIFTING FEATS						
1-Hand 2-Hand Shove / Carry on Shift						
Name	Lift*	Lift†	Over [‡]	Back§	Slightly	
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb	
* Takes 2 seconds to complete					y enc.	

REACTION MODIFIERS				
Appearance: +0				
Status: +0				
Other: +0*				
* Conditional: +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of				

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	[0]		
Description: You have grown up in a secure underground vault, shielding you from	m ¯			
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), Compute	er			
Operation, Soldier, Area Knowledge (Eureka), Driving (Automobile), First Aid				
(Human), Guns (Pistol)				

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

PE	RKS
Name	Pts
	[]
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	DISADVANTAGES	
Name	F	Pts
Curious (12 or less, *1)	o. B129}	-5]

DISADVANTAGES (continued)	
Name	Pts
Flashbacks (Mild) {p. B136}	[-5]
Greed (12 or less, *1) {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 [-1]
Description: You've grown up in a bunker, have never seen the light of day and act accordingly.	
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Brian Fokker Human

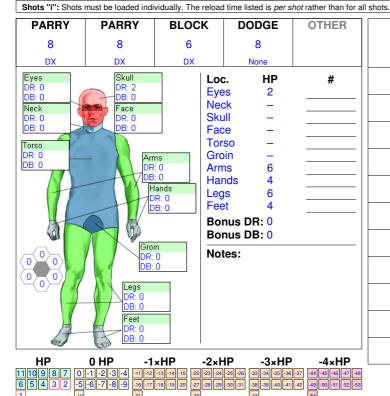
SKILLS			
Name	Level	Relative	Pts
Area Knowledge (Eureka County)	16	IQ+0	[1]
{p. B176}			
Computer Operation/TL9 (p. B184)	17	IQ+1	[2]
Dream Projection (p. PP73-74)	14	IQ-2	[1]
dDriving/TL9 (Automobile) {p. B188}	11	DX+0	[1]
First Aid/TL9 (Human) {p. B195}	17	IQ+1	[2]
Guns/TL9 (Pistol) {p. B198}	11	DX+0	[1]
History (The Old World) {p. B200}	15	IQ-1	[<u>2</u>]
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]
			[]
			[]

Brian Fokker Human

		MELEE A	TTACKS					
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	11	_	1d-2 cr	С	_	_	_	
Kick	9	_	1d-1 cr	C,1	_	_	_	
Punch	11	8	1d-2 cr	С	_	_	_	

			R/	ANGED 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	_	*	

SCRATCH PAD



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).

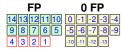
0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness

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

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 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.

O 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]			
			[]			
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Brian Fokker Human

CAMPAIGN LOG					
Points: (logged) 0	+ (other) 0	= (total) 0			
Initial Character Crea					
Character created usin	g GURPS Character	r 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