



Name: Brian Fokker  
Race: Human  
Appearance:

Player: Philipp Koschmann  
Ht:            Wt:            Age:

Spent: 255  
Unspent: 0

**CHARACTER SHEET**

<b>ST</b> 10 [ 0 ]	<b>HP</b> 10 [ 0 ]	<b>Basic Speed</b> 5 [ 0 ]
<b>DX</b> 10 [ 0 ]	<b>Will</b> 16 [ 0 ]	<b>Basic Move</b> 5 [ 0 ]
<b>IQ</b> 16 [ 120 ]	<b>Per</b> 16 [ 0 ]	<b>BL</b> 20 lb (ST×ST)/5
<b>HT</b> 10* [ 0 ]	<b>FP</b> 10 [ 0 ]	<b>Thr</b> 1d-2 <b>Sw</b> 1d
<b>TL</b> 9 [ 0 ]	<b>SM</b> +0	

\* Conditional: +3 from 'Sleeping Bag, Insulated' when resisting freezing

Vision 16	Fright Check 16	High Jump 1.67 ft
Hearing 16	Consciousness 10	Money -10940
Touch 16	Death Check 10	
Taste/Smell 16	Broad Jump 2.33 yd	

**ENCUMBRANCE TABLE**

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	20 lb	40 lb	60 lb	120 lb	200 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	40 lb	160 lb	240 lb	300 lb	1000 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

**TEMPLATES AND META-TRAITS**

Name	Pts
<b>Vault Dweller</b> {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 (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.

**ADVANTAGES**

Name	Pts
<b>Luck</b> {p. B66, P59}	[ 15 ]
<b>PK Shield (Psi) 4</b> {p. PP56}	[ 16 ]
Roll: 14 (PK Shield)	
<b>Telekinetic Control (Psi) 12</b> {p. PP54}	[ 96 ]
Roll: 15 (Telekinetic Control)	
<b>Wild Talent (Psi) 1</b> {p. PP46}	[ 18 ]

**PERKS**

Name	Pts
<b>Aerokinesis</b>	[ 1 ]
Description: You can create and direct a light breeze nearby. Useful for getting attention or staying upwind of game, and gives +1 to resist gas attacks as long as you see them coming.	
<b>Chill Factor</b>	[ 1 ]
Description: You can condense the water vapor in the air into a palm-sized ice cube (suitable for TK Bullet use) or chill a drink (or similar-sized object) as if it had spent 15 minutes in the freezer. Either use takes 2d seconds.	
<b>Hydrokinesis</b>	[ 1 ]
Description: You can use your TK Grab on liquid as if it were a solid object, without the need for a container.	

**DISADVANTAGES**

Name	Pts
<b>Curious (12 or less, *1)</b> {p. B129}	[ -5 ]

**DISADVANTAGES (continued)**

Name	Pts
<b>Laziness</b> {p. B142}	[ -10 ]
<b>Nightmares (12 or less, *1)</b> {p. B145}	[ -5 ]
<b>Secret (Psi) (Imprisonment or Exile)</b> {p. B152}	[ -20 ]
<b>Sense of Duty (Team) (Small Group)</b> {p. B153}	[ -5 ]
<b>Shyness (Mild)</b> {p. B154}	[ -5 ]

**QUIRKS**

Name	Pts
<b>Bunker4Life</b>	[ -1 ]
Description: You've grown up in a bunker, have never seen the light of day and act accordingly.	
<b>Likes Toys</b> {p. B164}	[ -1 ]

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (Free Nevada) {p. B176}	16	IQ+0	[ 1 ]
Computer Operation/TL9 {p. B184}	16	IQ+0	[ 1 ]
Driving/TL9 (Automobile) {p. B188}	11	DX+1	[ 1 ]
Fast-Draw (Steinesack) {p. B194}	10	DX+0	[ 1 ]
First Aid/TL9 (Human) {p. B195}	16	IQ+0	[ 1 ]
Guns/TL9 (Pistol) {p. B198}	10	DX+0	[ 1 ]
History (The Old World) {p. B200}	14	IQ-2	[ 1 ]
NBC Suit/TL9 {p. B192}	9	DX-1	[ 1 ]
PK Shield {p. PP56}	14	IQ-2	[ 1 ]
Savoir-Faire (Vault) {p. B218}	15	IQ-1	[ 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 ]
Soldier/TL9 {p. B221}	15	IQ-1	[ 1 ]
Telekinetic Control {p. PP54}	15	IQ-1	[ 4 ]
			[ ]
			[ ]
			[ ]
			[ ]

\* Includes: -1 from 'Shyness'

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite <i>Skill used: DX</i>	10	—	1d-3 cr	C	—	—	—	
Kick <i>Skill used: DX-2</i>	8	—	1d-2 cr	C,1	—	—	—	
Punch <i>Skill used: DX</i>	10	8	1d-3 cr	C	—	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
KaBar Defender Combat Knife: Swing <i>Skill used: DX-4</i>	6	5	1d-1(2) cut	C,1	5	.5	4	
KaBar Defender Combat Knife: Thrust <i>Skill used: DX-4</i>	6	5	1d-1(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 USP III, 7.5mmCLP (Automatic Pistol) <i>Skill used: Guns (Pistol)</i>	10	2d+2 pi	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	2	3	
KaBar Defender Combat Knife: Thrown <i>Skill used: DX-4</i>	6	1d-1(2) imp	—	5 yd / 10 yd	1	T(1)	5	-1	—	.5	4	
TK Bullet <i>Skill used: Rapid Fire (Telekinetic Control)</i>	15	3d pi	3	500 yd / 200 yd	7	various	*	*	1	—	*	
TK Bullet (Sharp Edge) <i>Skill used: Sharp Edge (Telekinetic Control)</i>	14	3d(2) pi	3	500 yd / 200 yd	1	various	*	*	1	—	*	

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

PARRY	PARRY	BLOCK	DODGE	OTHER
8	8	6	8	
DX	DX	DX	None	

SLAM TABLE		
1-2	3-5	6
1d-3	1d-2	1d-1

Loc.	HP	#
Eyes	2	—
Neck	—	—
Skull	—	—
Face	—	—
Torso	—	—
Groin	—	—
Arms	6	—
Hands	4	—
Legs	6	—
Feet	4	—

**Bonus DR: 0**  
**Bonus DB: 0**  
**Notes:**

TECHNIQUES			
Name	Level	Relative	Pts
Mass Grab (Telekinetic Control) [p. B229]	15	def+7	[ 8 ]
Rapid Fire (Telekinetic Control) [p. B229]	15	def+7	[ 8 ]
Sharp Edge (Telekinetic Control) [p. B229]	14	def+4	[ 5 ]
			[ ]
			[ ]

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

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
10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4
5 4 3 2 1	-5 -6 -7 -8 -9

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.

LOAD-OUTS			
Qty	Backpack	Cost	Weight
1	Mammut Backpack, Frame/TL9 {p. B288} Per Unit - Cost: 500, Weight: 6 lb Contents - Cost: 3950, Weight: 58.05 lb Description: TL:9 Notes: Holds 100 lbs. of gear, made from ultra light materials.	4450	64.05 lb
1	airFresh Vapor, Canteen Description: 1l; Extracts 1l in 4 h at 50% humidity; Battery B/100l	180	3 lb
1	Glow Stick, Light Source Description: 2m radius; white light; 24h	25	-
1	reFresh Filtration, Canteen Description: 1l; Purifies 1l 30' - impurities, salts, microbes, poisons; Filter 100 uses - color indicates replacement	180	3 lb
30	VaulTec Survival Ration {p. UT73} Per Unit - Cost: 8, Weight: 3.2 oz Description: TL:9 Shelf-life of 15 years, needs 0.5l water	240	6 lb
1	Swiss Army Knife Description: Screwdriver, scissory, small knife, file, tweezers, bottle opener and toothpick	10	1.6 oz
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
1	Atombrot, Candy Bar Description: vacuum-proof wrapper, counts as a meal	10	1.6 oz
300	Caps Per Unit - Cost: 1, Weight: 2.56 dr Description: The Post Nuclear War Currency	300	3 lb
1	Food Tablets {p. UT73}  Description: TL:9 12 Meals Shelf-life of 30 years	340	1.6 oz
3	Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a hose allows drinking when in the backpack.	60	24.75 lb
1	Sleeping Bag, Insulated {p. B288} Description: TL:7 Notes: +3 HT to resist freezing.	100	15 lb
1	Zeiss Scout {p. UT61} Description: Hyperspectral Binoculars, Camera (12h HQ, 2 wks LQ), HUD, 16x mag., Battery 10h/C, +1 Vision, Tracking, Forensics, Observation, Search	2500	2 lb
<b>Totals:</b>		<b>4450</b>	<b>64.05 lb</b>
Qty	Bases	Cost	Weight
1	Base Contents - Cost: 100, Weight: 31.5 lb	100	31.5 lb
2	Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a hose allows drinking when in the backpack.	40	16.5 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
<b>Totals:</b>		<b>100</b>	<b>31.5 lb</b>
Qty	Combat	Cost	Weight
1	Combat Contents - Cost: 36390, Weight: 26.8 lb	36390	26.8 lb
1	Armor Contents - Cost: 2350, Weight: 19.1 lb	2350	19.1 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: limbs, neck, skull, torso, groin, feet, hands	1800	9 lb
1	Mehler MIL-100, Boots {p. B284} Description: TL:8 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	75	2.2 lb
1	Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull	125	2.2 lb
1	Mehler MIL-120, Vest {p. B284} Description: TL:8 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	350	5.7 lb
1	VaulTec Load Bearing Gear {p. B289} Per Unit - Cost: 750, Weight: 2 lb Contents - Cost: 1520, Weight: 2.7 lb Description: Notes: TL:9, belt and suspenders with pouches and rings for gear. Enough space for 20 lbs of gear which can be access with fast draw.	2270	4.7 lb
1	Mini Vaulite .3, Flashlight Description: 15m beam; helm mountable; firearms rail compatible; Battery 24h, B	150	3.2 oz

LOAD-OUTS (continued)			
Qty	Combat	Cost	Weight
1	VaulTec Load Bearing Gear {p. B289}	2270	4.7 lb
1	VaulTec Radio Headset Description: Secure; palm-sized; 10km range; low-res camera and screen for video transmitting; Battery 10h, 2B	1000	8 oz
1	KaBar Defender Combat Knife (Superfine, *6) {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	300	8 oz
1	H&K USP III, 7.5mmCLP (Magazine, 30 rounds)	70	8 oz
1	Steinesack	0	1 lb
1	Rolex Explorer XXX, Watch/TL9 Description: Survival watch; BioMon (+1 Diag); Chronometer; GPS receiver; Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 km); Tiny Compu (1TB); 2D 1 inch display	30000	4.8 oz
1	VerzPi (Pistol Holster) {p. B289} Per Unit - Cost: 350, Weight: 3.2 oz Contents - Cost: 1420, Weight: 2.5 lb Description: TL:9 Made out of ultra-tech fibers and meshes, this very light holster can fit any TL9 sidearm and one magazine. It gives +1 to Fast-Draw if worn in the open.	1770	2.7 lb
1	H&K USP III, 7.5mmCLP (Automatic Pistol)  Description: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d pi Acc:2 Range:150/1900 RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns (Pistol); The Heckler & Koch Universal Selbstlade Pistole III was the standart sidearm of various western law enforcement forces before the war.	1350	2 lb
1	H&K USP III, 7.5mmCLP (Magazine, 30 rounds)	70	8 oz
1	TK Bullet	0	-
1	TK Bullet (Sharp Edge)	0	-
<b>Totals:</b>		<b>36390</b>	<b>26.8 lb</b>

SCRATCH PAD			

CAMPAIGN LOG			
Points: (logged) 0	+ (other) 0	= (total) 0	
<b>Initial Character Creation</b>			
Character created using GURPS Character Assistant 4			
31.03.2012: 0 pts			

POINTS SUMMARY		Pts
Basic Attributes, Secondary Characteristics		120
Advantages, Perks		148
Disadvantages, Quirks		-52
Skills, Techniques		39
<b>Total Points Spent:</b>		<b>255</b>
<b>Unspent Points:</b>		<b>0</b>