

CHARACT	FER SHEET

ST	10	[	<mark>0</mark> ]	HP	10	[	0]	Basic Speed 5	[ 0]
DX	10	[	<mark>0</mark> ]	Will	16	[	0]	Basic 5 Move 5	[ 0]
IQ	16	[	120 ]	Per	16	[		BL 20 I	b (ST×ST)/5
нт	10*	[	<mark>0</mark> ]	FP	10	[	<mark>0</mark> ]	Thr 1d-2	<sup>Sw</sup> 1d
TL	9					[	0]	SM +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 -11340
Touch	16	Death Check 10	
Taste/Smell	16	Broad Jump 2.33 yd	

ENCUMBRANCE TABLE										
Name	« None »	Light	Med	Hvy	X-Hvy					
Lifting	×1	×2	×3	×6	×10					
Basic	20 lb	40 lb	60 lb	120 lb	200 lb					
TK	29 lb	58 lb	87 lb	174 lb	290 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					
ĪK	12 yd	9 yd	7 yd	4 yd	2 yd					
Jump	5 yd	4 yd	3 yd	2 yd	1 yd					
		-1	-2	-3	-4					
Dodae	8	7	6	5	4					

LIFTING FEATS										
	1-Hand	2-Hand	Shove /	Carry on	Shift					
Name	Lift*	Lift <sup>†</sup>	Over‡	Back§	Slightly					
Basic	40 lb	160 lb	240 lb	300 lb	1000 lb					
TK	-	232 lb	348 lb	-	1450 lb					
	* Takes 2 seconds to complete									
† Takes 4 secon	ds to complete	i §	Lose 1 FP/sec	while over X-H	/y enc.					

### **REACTION MODIFIERS**

Appearance: +0 Status: +0 Other: +0 ditional: +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 Written Spoken Pts English (Native) {p. B24} Native Native

0]

0]

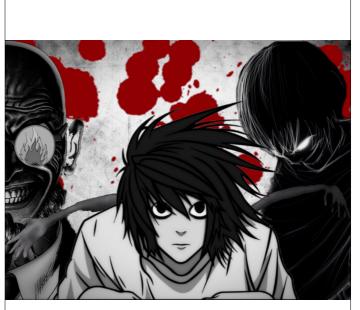
Pts

## **TEMPLATES AND META-TRAITS** Name

Vault Dweller {p. Wiki} 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 guirk Bunker4Life. Sense of Duty (Team) as well as the quirk Bunker4Life.

# **ADVANTAGES**

ADVANTAGES		
Name		Pts
Luck {p. B66, P59}	[	15]
<b>PK Shield</b> ( <i>Psi</i> ) <b>4</b> {p. PP56} Roll: 14 (PK Shield)	[	16]
Telekinetic Control (Psi) 12 {p. PP54}	[	96 ]
Usernotes: Weight / Time to Lift / Move		
29 lbs. / 1 sec. / 12		
58 lbs. / 2 sec. / 9		
87 lbs. / 4 sec. / 7		
174 lbs. / 4 sec. / 4		
232 lbs. / 4 sec. / 2		
To fly, concentrate 2 seconds, then roll versus Telekinetic Control. You can Fly TK		
Control Level-5. You can do nothing but fly, because you must concentrate all the		
Time. NO ACTIVE DEFENSE!		
See your Skill for further information		
Roll: 15 (Telekinetic Control)		
Wild Talent (Psi) 1 {p. PP46}	[	18]



PERKS	
Name	Pts
	F 13
Aerokinesis 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.	[ ']
Chill Factor 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.	[ 1]
<b>Hydrokinesis</b> Description: You can use your TK Grab on liquid as if it were a solid object, without the need for a container.	[ 1]
DISADVANTAGES	
Name	Pts
Curious (12 or less, *1) {p. B129}	[ -5]
Laziness {p. B142}	[ -10]
Nightmares (12 or less, *1) {p. B145}	[ -5]
Secret (PSI) (Imprisonment or Exile) {p. B152}	[ -20 ]
Sense of Duty (Team) (Small Group) {p. B153}	[ -5]
Shyness (Mild) {p. B154}	[-5]
	[ ]

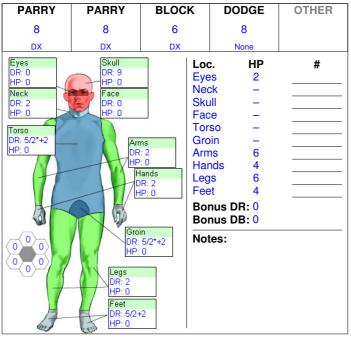
QUIRKS							
Name		Pts					
Bunker4Life	[	-1]					
Description: You've grown up in a bunker, have never seen the light of day and act accordingly.							
Likes Toys {p. B164}	[	-1]					

Name         Level         Relative         Pts           Area Knowledge (Free Nevada) (p. B176)         16         IQ-0         [1]           Computer Operation/TL9 (p. B184)         16         IQ+0         [1]           BDTring/TL9 (Automobile) (p. B188)         11         DX+1         [1]           Fast-Draw (Steinesack) (p. B194)         10         DX+0         [1]           Gunx/TL9 (Pistol) (p. B198)         10         DX+0         [1]           History (The Old World) (p. B200)         14         IQ-2         [1]           NBC Sui/TL9 (p. B175)         9         DX-1         [1]           Savoir-Faire (Vault) (p. B218)         15'         IQ-1         [1]           Scientisti (p. B175)         14         IQ-2         [1]           Sevoir-Faire (Vault) (p. B218)         15'         IQ-1         [1]           Scientisti (p. B175)         IQ-1         [1]         IQ-3         [3]           Description: Wildcard Skiil: You have an urrealistical patientic indel. This includes Architecture, Anthropology, Astronomy, Biology.         IS         IQ-1         [1]           Prosiogy, Psychology, and Sciology- but also any other roll that requires a "scientific ied. This includes Architecture. Control (p. PP54)         IS         IQ-1         [1]	SKILLS			
(p. B176)       Image: Computer Operation/TL9 (p. B184)       16       IQ+0       [1]         dDriving/TL9 (Automobile) (p. B188)       11       DX+11       11         Fast-Draw (Steinesack) (p. B194)       10       DX+0       11         First Aid/TL9 (Human) {p. B195}       16       IQ+0       11         Guns/TL9 (Pistol) {p. B198}       10       DX+0       11         History (The Old World) {p. B200}       14       IQ-2       11         PK Shield {p. PP56}       14       IQ-2       11         Savoir-Faire (Vault) {p. B218}       15       IQ-1       11         Scientist! {p. B175}       13       IQ-3       31         Description: Wildcard Skill: You have an unrealistically broak knowledge of every scientific field. This includes Architecture, Anthropology, Astronomy, Biclogy, Chemistry, Geology, History, Mathematics, Metalurgy, Unit also any other roll that requires a "scientific opinion". This doesn't neesessarily 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)!       15       IQ-1       1         Soldier/TL-9 {p. B221}       15       IQ-1       1       I         Telekinetic Control {p. PP54}       15       IQ-1       4         Usemotes: Weight / Time to Lift / Move 29       15       IQ-1		Level	Relative	Pts
Computer Operation/TL9 (p. B184)16IQ+011aDriving/TL9 (Automobile) (p. B188)11DX+111Fast-Draw (Steinesack) (p. B195)16IQ+011First Aid/TL9 (Human) (p. B195)16IQ+011Guns/TL9 (Pistol) (p. B198)10DX+011History (The Old World) (p. B200)14IQ-211PK Shield (p. PP56)14IQ-211Scientistl (p. B175)13IQ-333Description: Wildcard Skill: You have an unrealistically broad knowledge of every scientific field. This includes Architecture, Anthropolgy, Astronom, Biology, Chemistry, Geology, History, Mathematics, Metallurgy, 	Area Knowledge (Free Nevada)	16	IQ+0	[ 1]
aDriving/TL9 (Automobile) (p. B188)       11       DX+1       11         Fast-Draw (Steinesack) (p. B194)       10       DX+0       11         First Aid/TL9 (Human) {p. B195}       16       IO+0       11         Guns/TL9 (Pistol) (p. B198)       10       DX+0       11         History (The Old World) {p. B200}       14       IO-2       11         NBC Suit/TL9 (p. B192)       9       DX-1       11         PK Shield {p. P56}       14       IO-2       11         Savoir-Faire (Vault) (p. B218)       15'       IO-1       11         Scientist! (p. B175)       Description: Wildcard Skill: You have an unrealistically broad knowledge of every scientific field. This includes Architecture, Anthropology, Astronomy, Biology.       13       IO-3       3]         Pescription: Wildcard Skill: You have an unrealistically broad knowledge of every 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 the doesn't mean you can craft as word (Smith)!       IO-1       11         Telekinetic Control {p. PP54}       15       IO-1       1         Usens /a sci. /12       58 bis. /2 sci. /12       Si bis. /4 sci. /12       Si bis. /4 sci. /12         Se los. /1 sci. /4 sci. /4       232 bis. /4 sci. /2       Si bis. /4 sci. /2       I	{p. B176}			
Fast-Draw (Steinesack) {p. B194}10DX+011First Aid/TL9 (Human) {p. B195}16IQ+011First Aid/TL9 (Pistol) {p. B198}10DX+011History (The Old World) {p. B200}14IQ-211NEC Suit/TL9 {p. B192}9DX-111PK Shield {p. PP56}14IQ-211Savoir-Faire (Vaul) {p. B218}15'IO-111Scientist! {p. B175}13IQ-331Description: Wildcard Skill: You have an unrealistically broak knowledge of every scientific field. This includes Architecture. Anthropology. Astronomy. Biology. Chemistry, Geology. History, Mathematics. Metallurgy. Physiology. Psychology. and Sociolog-> totas on 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)115IQ-11Soldier/TL9 {p. B221}15IQ-141Telekinetic Control {p. PP54} Usernotes: Weight / Time to Llfr Move 29 lbs. / 1 sec. /1215IQ-14Set bs. / 2 sec. /97To fly, concentrate 2 seconds, then roll versus Telekinetic Control. You can Fly TK Control Level-5. You can do nothing but fly. because you must concentrate all the Time. NO ACTIVE DEFENSE!15IQ-14See your Skill for further informationYou can so your TK to either grab things (as TK Grab), crush organs (as TK Crush). Your air Move is equal to (your Telekinetic Control level (round down) as your TK energy into light is tricked. Psi tec	Computer Operation/TL9 {p. B184}	16	IQ+0	[ 1]
First Aid/TL9 (Human) (p. B195)       16       IQ+0       11         Guns/TL9 (Pistol) {p. B198}       10       DX+0       11         History (The Old World) {p. B200}       14       IQ-2       11         NBC Suit/TL9 {p. B192}       9       DX-1       11         PK Shield {p. PP56}       14       IQ-2       11         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 meens you can craft a sword (Smith)!       15       IQ-1       11         Soldier/TL9 {p. B221}       15       IQ-1       11         Telekinetic Control {p. PP54}       15       IQ-1       41         Usernotes: Weight Time to Lift / Move 29 lbs. / 1 sec. / 12       15       IQ-1       41         29 lbs. / 4 sec. / 2       15       IQ-1       41         Soldier/TL9 {p. B221}       15       IQ-1       41         Usernotes: Weight Time to Lift / Move 29 lbs. / 1 sec. / 12       15       IQ-1       41         Usernotes: Weight Time to Lift / Move 29 lbs. / 1 sec. / 12       15       IQ-1       41				[ 1]
Guns/TL9 (Pistol) {p. B198}10DX+011History (The Old World) {p. B200}14IQ-211NBC Suit/TL9 {p. B192}9DX-111PK Shield {p. PF66}14IQ-211Savoir-Faire (Vault) {p. B218}15'IQ-111Scientist! {p. B175}Description: Wildcard Skill: You have an unrealistically break howledge of every scientific field. This includes Architecture, anthropology, Astronomy, Biology. Chemistry, Geology, History, Mathematics, Metallurgy, Meteorology, Naturalist, Paleontology - but also any other roll that requires a "scientific opinion". This desert necessarily translate to practical application, however, e.g., you might be an expert on metal composition and layering (Metallurgy), but had doesn't mean you can oraft a sword (Smith)!15IQ-11Soldier/TL9 {p. B221}15IQ-141Telekinetic Control {p. PP54} Usernotes: Weight / Time to Lift / Move 29 bs. / 1 sec. / 1215IQ-1429 bs. / 1 sec. / 27fty, concentrate 2 seconds, then roll versus relekinetic Control you can Fly TK Control Level-5. You can do nothing but fly, because you must concentrate all the Time. NO ACTIVE DEFENSE!554See your Skill for further information7You can use your TK to either grab things (as TK Grab), crush organ (as TK Crush), or throw small objects (as TK Bullet and TK crush bay sourt K Korab j, Focusing all of your TK energy ino flight is tricky; while leveliding, you can do nothing except fly (e.g., you cannot Move and Attack) and have NO ACTIVE DEFENSE!14IQ-211Telekinetic Control level-5. You ca		10		[ 1]
History (The Old World) {p. B200}14IQ-21NBC Suit/TL9 {p. B192}9DX-11PK Shield {p. PP56}14IQ-21Savoir-Faire (Vault) {p. B218}15'IQ-11Scientist! {p. B175}13IQ-33Description: 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, but als 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)!15IQ-11Soldier/TL9 {p. B221}15IQ-141Usernotes: Weight / Time to Lift / Move 29 lbs. / 1 sec. / 1215IQ-1429 lbs. / 1 sec. / 1232 lbs. / 4 sec. / 2715IQ-14You can do nothing but fly. because you must concentrate 2 seconds, then roll versus Telekinetic Control Izou can Fiy TK Control Level.5. You can do nothing but fly. because you must concentrate all the Time. NO ACTIVE DEFENSE!See your Skill for further informationSou can do nothing but fly. because you can all objects (as TK Bullet) and TK Crush level. At level 6 and above, you can also pick yourself up and fly, as or Levitation. This takes two seconds of concentration and a skill roll. You rair Move is equal to (your Telekinetic Control level (round down) as your TK Bullet and TK Crush level.5. Pous can do nothing except fly (e.g., you cannot Move is qal ol your TK were fly e		-		[ 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         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 meensy ou can craft a sword (Smith)!       15       IQ-1       1         Soldier/TL9 {p. B221}       15       IQ-1       1       1         Telekinetic Control {p. PP54}       15       IQ-1       4         Usemotes: Weight / Time to Lift / Move 29 lbs. / 1 sec. /12       15       IQ-1       4         23 lbs. / 4 sec. /2       7       15       IQ-1       4         24 lbs. / 4 sec. /2       7       15       IQ-1       4         23 lbs. / 4 sec. /2       7       15       IQ-1       4         23 lbs. / 4 sec. /2       7       15       IQ-1       4         23 lbs. / 4 sec. /2       7       15       IQ-1       4         24 lbs. / 1 sec. /12       15       IQ-1       4         25 lbs. / 2 sec. /9 <t< td=""><td>Guns/TL9 (Pistol) {p. B198}</td><td></td><td></td><td>L . 1</td></t<>	Guns/TL9 (Pistol) {p. B198}			L . 1
PK Shield {p. PP56}       14       IQ-2       1         Savoir-Faire (Vault) {p. B218}       15"       IQ-1       1         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.       13       IQ-3       3         Physiology, Psychology, and Sociology - but also any other roll that requires a "scientific opinion". This deesn'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)1       15       IQ-1       1         Soldier/TL9 {p. B221}       15       IQ-1       1       1         Telekinetic Control {p. PP54}       15       IQ-1       4         Usernotes: Weight / Time to Lift / Move 29 lbs. / t sec. / 1       15       IQ-1       4         32 lbs. / t sec. / 7       174 lbs. / 4 sec. / 4       15       IQ-1       4         32 lbs. / t sec. / 12       58 bs. / sec. / 7       174 lbs. / 4 sec. / 4       15       IQ-1       4         You can onthing but if hy because you must concentrate all the Time. NO ACTIVE DEFENSE!       see your Skill for further information       You can use your Tk to either grab things (as TK	History (The Old World) {p. B200}			L . 1
Savoir-Faire (Vault) {p. B218}       15*       IQ-1       1         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)!       15       IQ-1       1         Soldier/TL9 {p. B221}       15       IQ-1       1         Telekinetic Control {p. PP54}       15       IQ-1       4         Usernotes: Weight / Time to Lift / Move 29 lbs. / 1 sec. / 12       15       IQ-1       4         23 lbs. / 4 sec. / 7       174 lbs. / 4 sec. / 2       15       IQ-1       4         23 lbs. / 4 sec. / 2       7       174 ubs. / 4 sec. / 4       232       15       IQ-1       4         You can use your TK to either grab things (as TK Grab), crush organs (as TK Crush), or throw small objects (as TK Bullet), but only for one use at a time. Use your Telekinetic Control level as your TK for ab level, and one- third your Telekinetic Control level as your TK Grab level, and one- third your Telekinetic Control level as your TK organ and babove, you cann do pick yourself up and fly, as for Levitation. Th		-		<u> </u>
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)!       15       IQ-1       [1]         Soldier/TL9 {p. B221}       15       IQ-1       [4]         Usernotes: Weight / Time to Lift / Move 29 lbs. / 1sec. / 12       15       IQ-1       [4]         Soldier/TL9 {p. B221}       15       IQ-1       [4]         To fly, concentrate 2 seconds, then roll versus relekinetic Control. You can Fly TK Control Level-5. You can do nothing but fly, because you must concentrate all the Time. NO ACTIVE DEFENSE!       See your Skill for further information         You can use your TK to either grab things (as TK Grab), rush organs (as TK Crush), or throw small objects (as TK Bullet and TK Crush level.       At level 6 and above, you cann allo your TK elekinetic Control level as your TK Grab level, and one- third your Telekinetic Control level.       IQ-2       1]         You can use your TK to either grab things (as TK Grab), rush organs (as TK Crush), or throw small objects (as TK Bullet and TK Crush level.       IQ-2       1]       IQ-2	PK Shield {p. PP56}			[ 1]
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e.g., you might be an expert on metal composition and layering (Metallurgy), but that doesn't mean you can craft a sword (Smith)!       IS       IQ-1       1         Soldier/TL9 {p. B221}       15       IQ-1       1         Telekinetic Control {p. PP54}       15       IQ-1       4         Usernotes: Weight / Time to Lift / Move       29 lbs. / 1 sec. /12       58 lbs. / 2 sec. /9       15       IQ-1       4         37 lbs. / 4 sec. /1       71 / 1bs. / 4 sec. /1       15       IQ-1       4       1         70 fly, concentrate 2 seconds, then roll versus       Telekinetic Control. You can Fly TK Control Level-5.       You can do nothing but fly, because you must       5       See your Skill for further information       5       See your Skill for further information       5       You can use your TK to either grab things (as TK Grab), crush orans (as TK Crush), or throw small objects (as TK Bullet), but only for one use at a time. Use your       Telekinetic Control level as your TK Grab level, and one-third your Telekinetic Control level (round down) as your       TK Bullet and TK Crush level.         At level 6 and above, you can also pick yourself up and fly, as for Levitation. This takes two seconds of concentration and a skill roll. Your air Move is equal to (your Telekinetic Control level-5). Focusing all of your       IK         TK Bullet Jaunch (Levitation) dedaults to skill-6. (This is due to the additional second of delay built into alternative abilities that aren't attacks.)       I4       IQ-2       1<	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	15	10-5	[ 3]
Telekinetic Control {p. PP54}       15       IQ-1       [4]         Usernotes: Weight / Time to Lift / Move       29 lbs. / 1 sec. / 12       58 lbs. / 2 sec. / 9         87 lbs. / 4 sec. / 7       174 lbs. / 4 sec. / 7       174 lbs. / 4 sec. / 2         To fly, concentrate 2 seconds, then roll versus       Telekinetic Control. You can Fly TK Control Level-5.         You can do nothing but fly, because you must       concentrate all the Time. NO ACTIVE DEFENSE!         See your Skill for further information       You can use your TK to either grab things (as TK Grab), crush organs (as TK Crush), or throw small objects (as TK Bullet), but only for one use at a time. Use your         Telekinetic Control level as your TK Grab level, and one-third your Telekinetic Control level (round down) as your       TK Bullet and TK Crush level.         At level 6 and above, you can also pick yourself up and fly, as for Levitation. This takes two seconds of concentration and a skill roll. Your air Move is equal to (your Telekinetic Control level-5). Focusing all of your         TK energy into flight is tricky; while levitating, you can do nothing except fly (e.g., you cannot Move and Attack) and have NO ACTIVE DEFENSES if attacked.         Psi techniques are as for the separate abilities, except that Rapid Launch (Levitation) defaults to skill-6. (This is due to the additional second of delay built into alternative abilities that aren't attacks.)         TK Grab {p. PP54-55}       14       IQ-2       1         Image: Image	e.g., you might be an expert on metal composition and layering (Metallurgy), but that doesn't mean you can craft a sword (Smith)!			
Usernotes: Weight / Time to Lift / Move 29 lbs. / 1 sec. / 12 58 lbs. / 2 sec. / 9 57 lbs. / 4 sec. / 7 174 lbs. / 4 sec. / 7 174 lbs. / 4 sec. / 2 To fly, concentrate 2 seconds, then roll versus Telekinetic Control. You can Fly TK Control Level-5. You can do nothing but fly, because you must concentrate all the Time. NO ACTIVE DEFENSE! See your Skill for further information You can use your TK to either grab things (as TK Grab), crush organs (as TK Crush), or throw small objects (as TK Bullet), but only for one use at a time. Use your Telekinetic Control level (round down) as your TK Bullet and TK Crush level. At level 6 and above, you can also pick yourself up and fly, as for Levitation. This takes two seconds of concentration and a skill roll. Your air Move is equal to (your Telekinetic Control level-5). Focusing all of your TK energy into flight is tricky; while levitating, you can do nothing except fly (e.g., you cannot Move and Attack) and have NO ACTIVE DEFENSES if attacked. Psi techniques are as for the separate abilities, except that Rapid Launch (Levitation) defaults to skill-6. (This is due to the additional second of delay built into alternative abilities that aren't attacks.) TK Grab {p. PP54-55} 14 IQ-2 1] [] [] [] [] [] [] [] [] [] [				
TK Grab {p. PP54-55}       14       IQ-2       1         Image: Constraint of the second seco	<ul> <li>29 lbs. / 1 sec. / 12</li> <li>58 lbs. / 2 sec. / 9</li> <li>87 lbs. / 4 sec. / 7</li> <li>174 lbs. / 4 sec. / 7</li> <li>174 lbs. / 4 sec. / 4</li> <li>232 lbs. / 4 sec. / 4</li> <li>232 lbs. / 4 sec. / 4</li> <li>232 lbs. / 4 sec. / 2</li> <li>To fly, concentrate 2 seconds, then roll versus Telekinetic Control. You can Fly TK Control Level-5. You can do nothing but fly, because you must concentrate all the Time. NO ACTIVE DEFENSE!</li> <li>See your Skill for further information</li> <li>You can use your TK to either grab things (as TK Grab), crush organs (as TK Crush), or throw small objects (as TK Bullet), but only for one use at a time. Use your Telekinetic Control level as your TK Grab level, and one- third your Telekinetic Control level (round down) as your TK Bullet and TK Crush level.</li> <li>At level 6 and above, you can also pick yourself up and fly, as for Levitation. This takes two seconds of concentration and a skill roll. Your air Move is equal to (your Telekinetic Control level-5). Focusing all of your TK energy into flight is tricky; while levitating, you can do nothing except fly (e.g., you cannot Move and Attack) and have NO ACTIVE DEFENSES if attacked.</li> <li>Psi techniques are as for the separate abilities, except that Rapid Launch (Levitation) defaults to skill-6. (This is due to the additional second of delay built into</li> </ul>			
		14	10-2	[ 1]
* Includes: 1 from 'Shurees'		14	10(-2	
* Includes: 1 from 'Shunese'				
* Includes: 1 from 'Shunese'				<u>}</u>
* Includee: 1 from 'Shurpee'				
	* Includes: -1 from 'Shyness'			<u>ь</u> Ц

MELEE ATTACKS										
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes		
Bite	10	—	1d-3 cr	С	-	-	_			
Kick	8	_	1d-2 cr	C,1	-	-	-			
Punch	10	8	1d-3 cr	С	-	-	_			
Equipment based	Skill	Parrv	Damage	Reach	ST	Wt	LC	Notes		
Equipment babba	•		Dannago	nouon	•••			110100		
KaBar Defender Combat Knife: Swing	6	5	1d-1(2) cut	C,1	5	.5	4			
	6	5	V		<u>5</u> <u>5</u>		4	[1]		
KaBar Defender Combat Knife: Swing	6 6 Skill	5	1d-1(2) cut		5 5 ST	.5	4 4 LC			

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC No	otes
H&K USP III, 7.5mmCLP (Automatic Pistol)	10	2d+2 pi	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	2	3	
KaBar Defender Combat Knife: Thrown	6	1d-1(2) imp	-	5 yd / 10 yd	1	T(1)	5	-1	-	.5	4	
TK Bullet	15	3d pi	3	500 yd / 200 yd	7	various	*	*	1	_	*	
TK Bullet (Sharp Edge)	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.



HP       0 HP       -1 × HP       -2 × HP       -3 × HP       -4 × HP         10 9 8 7 6       0 1 -2 -3 -4       19 11 12 13 14       20 22 22 20 20       30 33 22 33 4       40 41 42 43 44         5 4 3 2 1       -5 6 77 89 9       9 5 16 17 18 19       20 22 22 20 20       30 33 20 33 4       40 41 42 43 44         5 H P loss effects are cumulative with each other and any effects suffered from FP loss.       Isses than 1/3 HP: Dodge/2 and Move/2 (round up).       0         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 0 FP FP loss effects are cumulative with each other and any effects suffered from HP loss.					
109876011-21-34       suffered from HP loss.         154321-567-89       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	3–5	6–9	10–14		
1d-3	1d-2	1d-1	1d		

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]	
			[	]	
			Î	1	

Qty		Cost	Weight	Qty	Co
1	Mammut Backpack, Frame/TL9 {p. B288}	4450	64.05 lb	1	\ {
	Per Unit - Cost: 500, Weight: 6 lb			1	
	Contents - Cost: 3950, Weight: 58.05 lb Description: TL:9 Notes: Holds 100 lbs. of gear, made from ul				
1	airFresh Vapor, Canteen Description: 11; Extracts 11 in 4 h at 50% humidity; Battery	180 B/100	3 lb	1	
1	Glow Stick, Light Source	25	-		
1	Description: 2m radius; white light; 24h reFresh Filtration. Canteen	180	3 lb		
	Description: 11; Purifies 11 30' - impurities, salts, microbes,				
30	uses - color indictes replacement VauITec Survival Ration {p. UT73}	240	6 lb		
	Per Unit - Cost: 8, Weight: 3.2 oz Description: TL:9 Shelf-life of 15 years, needs 0.5l water			1	
1	Swiss Army Knife	10	1.6 oz	1	
	Description: Screwdriver, scissory, small knife, file, tweeze toothpick	ers, bottle o	pener and	2	
1	Personal Basics {p. B288}	5	1 lb		
	Description: TL:0 Notes: Minimum gear for camping: -2 to it. Includes utensils, tinderbox or flint and steel, towel, etc.				
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 Description: The Post Nuclear War Currency				
1	Food Tablets {p. UT73}	340	1.6 oz	1	
	12111098 76543 21 Description: TL:9 12 Meals Shelf-life of 30 years			· ·	
3	Camel Bag	60	24.75 lb		h 1
	Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a hose	allows drir	nking when	1	١
	in the backpack.		-		F
1	Sleeping Bag, Insulated {p. B288} Description: TL:7 Notes: +3 HT to resist freezing.	100	15 lb		C C
1	Zeiss Scout {p. UT61}	2500	2 lb		0
	Description: Hyperspectral Binoculars, Camera (12h HQ, 2 mag., Battery 10h/C, +1 Vision, Tracking, Forensics, Obse	2 wks LQ), ervation, Se	HUD, 16x arch	1	
	Totals:	4450	64.05 lb		
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	40	16.5 lb	1	
	Description: A plastic bag filled with drinking water, a hose	allows drir	nking when	1	
30		allows drin	nking when 15 lb	1	1
30	Description: A plastic bag filled with drinking water, a hose in the backpack. Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz	60	Ű		1
30	Description: A plastic bag filled with drinking water, a hose in the backpack. Traveler's Rations {p. B288}	60	Ű		1
30 Qty	Description: A plastic bag filled with drinking water, a hose in the backpack. <b>Traveler's Rations {p. B288}</b> Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese,	60 etc.	15 lb		1
	Description: A plastic bag filled with drinking water, a hose in the backpack. Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, Totals: Combat Combat	60 etc. 100	15 lb 31.5 lb		1
Qty	Description: A plastic bag filled with drinking water, a hose in the backpack. Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, Totals: Combat Combat Contents - Cost: 36790, Weight: 27.2 lb Armor	60 etc. 100 <b>Cost</b>	15 lb 31.5 lb Weight		1
<b>Qty</b> 1	Description: A plastic bag filled with drinking water, a hose in the backpack. Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, Totals: Combat Combat Contents - Cost: 36790, Weight: 27.2 lb Armor Contents - Cost: 2350, Weight: 19.1 lb	60 etc. 100 <b>Cost</b> 36790 2350	15 lb 31.5 lb Weight 27.2 lb 19.1 lb		
Qty 1	Description: A plastic bag filled with drinking water, a hose in the backpack. Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, Totals: Combat Combat Contents - Cost: 36790, Weight: 27.2 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellow	60 etc. 100 <b>Cost</b> 36790 2350 1800 stripes on t	15 lb 31.5 lb Weight 27.2 lb 19.1 lb 9 lb he sides		
<b>Qty</b> 1	Description: A plastic bag filled with drinking water, a hose in the backpack. Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, Totals: Combat Combat Combat Contents - Cost: 36790, Weight: 27.2 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit	60 etc. 100 <b>Cost</b> 36790 2350 1800 stripes on t le), wind ab	15 lb 31.5 lb Weight 27.2 lb 19.1 lb 9 lb he sides isorbing,		
<b>Qty</b> 1	Description: A plastic bag filled with drinking water, a hose in the backpack. Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, Totals: Combat Combat Contents - Cost: 36790, Weight: 27.2 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellow and a large 13 in a circle on the back. Armored (Flexib water proof, breathable and can be worn layered witho on groin, torso, limbs, feet, hands, neck and skull. Add	60 etc. 100 <b>Cost</b> 36790 2350 1800 stripes on t lee), wind ab ut penalty.	15 lb 31.5 lb Weight 27.2 lb 19.1 lb 9 lb he sides isorbing, Gives 2 DR		
<b>Qty</b> 1	Description: A plastic bag filled with drinking water, a hose in the backpack. Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, Totals: Combat Combat Contents - Cost: 36790, Weight: 27.2 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellow and a large 13 in a circle on the back. Armored (Flexib water proof, breathable and can be worn layered witho on groin, torso, limbs, feet, hands, neck and skull. Add rolls against heat and cold. Notes: [notes]	60 etc. 100 <b>Cost</b> 36790 2350 1800 stripes on t lee), wind ab ut penalty.	15 lb 31.5 lb Weight 27.2 lb 19.1 lb 9 lb he sides isorbing, Gives 2 DR		
<b>Qty</b> 1	Description: A plastic bag filled with drinking water, a hose in the backpack. Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, <b>Totals:</b> <b>Combat</b> Combat Contents - Cost: 36790, Weight: 27.2 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellow and a large 13 in a circle on the back. Armored (Flexib water proof, breathable and can be worn layered witho on groin, torso, limbs, feet, hands, neck and skull. Addi rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boots {p. B284}	60 etc. 100 <b>Cost</b> 36790 2350 1800 stripes on t le), wind ab ut penalty. titional, it giv	15 lb 31.5 lb Weight 27.2 lb 19.1 lb 9 lb he sides isorbing, Gives 2 DR ves +1 to 2.2 lb		
<b>Qty</b> 1 1	Description: A plastic bag filled with drinking water, a hose in the backpack. Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, <b>Totals:</b> Combat Combat Contents - Cost: 36790, Weight: 27.2 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellow and a large 13 in a circle on the back. Armored (Flexib water proof, breathable and can be worn layered witho on groin, torso, limbs, feet, hands, neck and skull. Add 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] Concealabl	60 etc. 100 <b>Cost</b> 36790 2350 1800 stripes on 1 le), wind ab ut penalty. titional, it giv 75 e as or und	15 lb 31.5 lb Weight 27.2 lb 19.1 lb 9 lb he sides isorbing, Gives 2 DR res +1 to 2.2 lb ler clothing.		
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<b>Qty</b> 1 1 1 1	Description: A plastic bag filled with drinking water, a hose in the backpack. Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, Totals: Combat Combat Contents - Cost: 36790, Weight: 27.2 lb Armor Contents - Cost: 36790, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellow and a large 13 in a circle on the back. Armored (Flexib water proof, breathable and can be worn layered witho on groin, torso, limbs, feet, hands, neck and skull. Add 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] Oncealabl Split DR: use the higher DR only if the attack strikes un footwear). Notes: [2,6] Location: feet	60 etc. 100 <b>Cost</b> 36790 2350 1800 stripes on t le), wind ab ut penalty. titional, it giv 75 e as or und iderside of	15 lb 31.5 lb Weight 27.2 lb 19.1 lb 9 lb he sides sorbing, Gives 2 DR res +1 to 2.2 lb ter clothing. the foot (if		
<b>Qty</b> 1 1	Description: A plastic bag filled with drinking water, a hose in the backpack. Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, Totals: Combat Combat Combat Contents - Cost: 36790, Weight: 27.2 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellow and a large 13 in a circle on the back. Armored (Flexib water proof, breathable and can be worn layered witho on groin, torso, limbs, feet, hands, neck and skull. Add rolls against heat and cold. Notes: [notes] Location: Imbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boot's {p. B284} Description: TL: & LC:- DR:5/2 Notes: [2,6] Concealabl Split DR: use the higher DR only if the attack strikes un footwear). Notes: [2,6] Location: feet Mehler MIL-110, Helmet {p. B285}	60 etc. 100 <b>Cost</b> 36790 2350 1800 stripes on 1 le), wind ab ut penalty. titional, it giv 75 e as or und	15 lb 31.5 lb Weight 27.2 lb 19.1 lb 9 lb he sides isorbing, Gives 2 DR res +1 to 2.2 lb ler clothing.		
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<b>Qty</b> 1 1 1 1	Description: A plastic bag filled with drinking water, a hose in the backpack. Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, Totals: Combat Combat Contents - Cost: 36790, Weight: 27.2 lb Armor Contents - Cost: 36790, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellow and a large 13 in a circle on the back. Armored (Flexib water proof, breathable and can be worn layered witho on groin, torso, limbs, feet, hands, neck and skull. Add 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}	60 etc. 100 <b>Cost</b> 36790 2350 1800 stripes on 1 le), wind ab ut penalty. titional, it giv 75 e as or und derside of 125 350	15 lb 31.5 lb Weight 27.2 lb 19.1 lb 9 lb he sides isorbing, Gives 2 DR res +1 to 2.2 lb ler clothing. the foot (if 2.2 lb		
Qty 1 1 1	Description: A plastic bag filled with drinking water, a hose in the backpack. Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, Totals: Combat Combat Combat Contents - Cost: 36790, Weight: 27.2 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellow and a large 13 in a circle on the back. Armored (Flexib) water proof, breathable and can be worn layered witho on groin, torso, limbs, feet, hands, neck and skull. Addi 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] Concealabl Split DR: use the higher DR only if the attack strikes ur footwear). Notes: [2,6] Location: thet Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: Iskull Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2* Notes: [1] Split DR: use against piercing or cutting attacks; use the second, low	60 etc. 100 <b>Cost</b> 36790 2350 1800 1800 1800 1800 1800 1800 1800 18	15 lb 31.5 lb Weight 27.2 lb 19.1 lb 9 lb he sides sorbing, Gives 2 DR res +1 to 2.2 lb ler clothing. the foot (if 2.2 lb 5.7 lb igher DR		
Qty 1 1 1	Description: A plastic bag filled with drinking water, a hose in the backpack. Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, Totals: Combat Combat Contents - Cost: 36790, Weight: 27.2 lb Armor Contents - Cost: 2350, Weight: 19.1 lb VauITec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellow and a large 13 in a circle on the back. Armored (Flexib water proof, breathable and can be worn layered witho on groin, torso, limbs, feet, hands, neck and skull. Add rolls against heat and cold. Notes: [notes] Location: Imbs, neck, skull, torso, groin, feet, hands Mehler MIL-100, Boot's {p. B284} Description: TL:8 LC:- DR:5/2 Notes: [2,6] Concealabl Split DR: use the higher DR only if the attack strikes un footwear). 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} Description: TL:8 LC:4 DR:5 Location: skull Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2* Notes: [1] Split DR: use against piercing or cutting attacks; use the second, low damage types. Notes: [1]	60 etc. 100 <b>Cost</b> 36790 2350 1800 1800 1800 1800 1800 1800 1800 18	15 lb 31.5 lb Weight 27.2 lb 19.1 lb 9 lb he sides sorbing, Gives 2 DR res +1 to 2.2 lb ler clothing. the foot (if 2.2 lb 5.7 lb igher DR		
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1	Combat	LOAD-OUTS (continued)	Cost	Weigh
1.1		: Load Bearing Gear	2670	5.1
1	{p. B289		1000	0.01
1		Tec Radio Headset tion: Secure; palm-sized; 10km range; low-r		8 0: I screen for
	video tr	ansmiting; Battery 10h, 2B		
1		r Defender Combat Knife	300	8 03
	(Supe	erfine, *6) {p. B272, B276} tion: TL:0 LC:4, [Mode: thrown Dam:thr-1 in		
	Rande:	ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1	np Acc:0 1. [Mode:swing	Dam:sw-3
	cut Rea	ch:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thri	ust Dam:thr-1 ir	np Reach:C
		I ST:5 Skill:Knife Notes: [1] Can be thrown. I Weapon Table (p. 275)]	See Muscle Po	wered
	Notes:			
1	H&K	USP III, 7.5mmCLP	70	8 0
		azine, 30 rounds)		
1	Steine	esack	0	11
2	Stimp		400	6.4 o
		t - Cost: 200, Weight: 3.2 oz tion: A small disposable first-aid item, when	a Stimnack is i	injected into
		d, it instantly closes the wound and restores		
		ck can be used per wound, except for a gun		
		through the patient (one stimpack for entry heals a total of +10 hit points). Millions of s		
	the war	, and any surviving high-tech medlabs can p	produce these.	Form:
		n. Injections require a First Aid roll with a +2 to apply one Stimpack. Drawbacks: None.		
	immedia		inne. Takes ell	
1	Rolex E	xplorer XXX, Watch/TL9	30000	4.8 0
		n: Survival watch; BioMon (+1 Diag); Chrono		
	Inertial & N 1 inch disp	lag. Compass (+3 Navi, Map); Beacon (10 k lav	(m); Tiny Comp	u (11B); 2D
1		Pistol Holster) {p. B289}	1770	2.7
	Per Unit - O	Cost: 350, Weight: 3.2 oz		
		Cost: 1420, Weight: 2.5 lb n: TL:9 Made out of ultra-tech fibers and me	aboo this york	light holator
		TL9 sidearm and one magazine. It gives +1		
	open.		1050	0.11
1		USP III, 7.5mmCLP	1350	2
	(AUIO	matic Pistol) 2726 2524232221 2019181716 151413121	1 10 9 8 7 6	5432
		tion: TL:9 LC:3 Ammo:0.5 lb. Damage:2+2d		
	RoF:3	Shots:30+1(3) ST:9 Bulk:-2 Rcl:2 Skill:Guns	(Pistol); The H	eckler &
		niversal Selbstlade Pistole III was the stand law enforcement forces before the war.	art sidearm of v	arious
1		USP III, 7.5mmCLP	70	8 0
	(Maga	azine, 30 rounds)		
1	TK Bulle		0	-
-		et (Sharp Edge)	0	_
1	IN BUIE			
1	IN BUIE	Totals:	36790	27.2 I
		Totals: SCRATCH PAD	36790	27.2
 			36790	27.2
			36790	27.2
			36790	27.2
			36790	27.2
			36790	27.2
			36790	27.2
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			36790	
			36790	
			36790	
		SCRATCH PAD	36790	
		SCRATCH PAD		
Point	s: (logged)	CAMPAIGN LOG 0 + (other) 0 =	36790	
Point	s: (logged) Character	CAMPAIGN LOG 0 + (other) 0 =	- (total) 0	

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics [	120 ]
Advantages, Perks	148
Disadvantages, Quirks	-52
Skills, Techniques	40
Total Points Spent:	256
Unspent Points:	-1