



Name: Brian Fokker

Race: Human

Appearance: Hagerer, schwacher Jüngling mit schwarzen Haaren

Player: Philipp Koschmann

Ht: 1.78m Wt: 115 lbs Age: 16

Spent: 256

Unspent: -1

CHARACTER SHEET

ST	10	[ 0 ]	HP	10	[ 0 ]	Basic Speed	5	[ 0 ]
DX	10	[ 0 ]	Will	16	[ 0 ]	Basic Move	5	[ 0 ]
IQ	16	[ 120 ]	Per	16	[ 0 ]	BL	20 lb	(ST×ST)/5
HT	10*	[ 0 ]	FP	10	[ 0 ]	Thr	1d-2	Sw 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	x1	x2	x3	x6	x10
Basic	20 lb	40 lb	60 lb	120 lb	200 lb
TK	29 lb	58 lb	87 lb	174 lb	290 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
TK	12 yd	9 yd	7 yd	4 yd	2 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
TK	—	232 lb	348 lb	—	1450 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

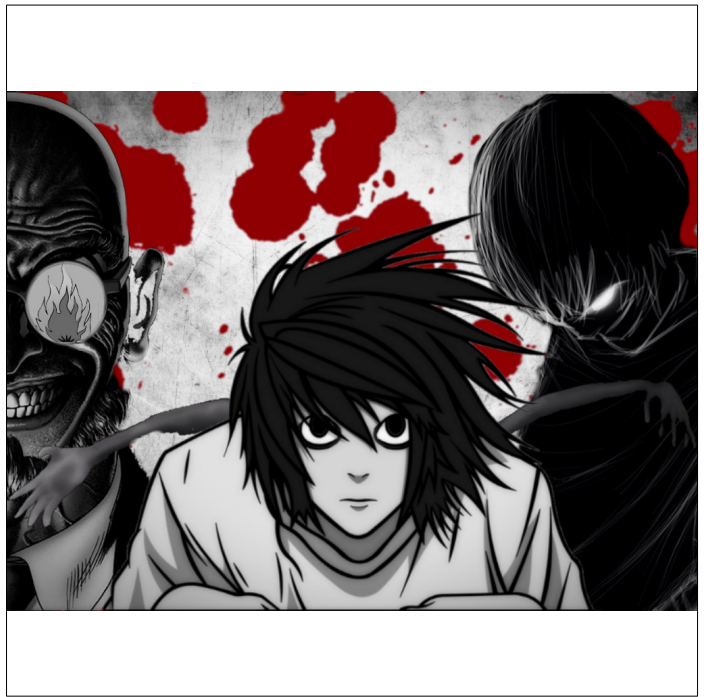
CULTURAL FAMILIARITIES	
Name	Pts
Pre-War Western (Native) {p. B23}	[ 0 ]

LANGUAGES			
Name	Spoken	Written	Pts
English (Native) {p. B24}	Native	Native	[ 0 ]

TEMPLATES AND META-TRAITS	
Name	Pts
Vault Dweller {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
Luck {p. B66, P59}	[ 15 ]
PK Shield (Psi) 4 {p. PP56}	[ 16 ]
Roll: 14 (PK Shield)	
Telekinetic Control (Psi) 12 {p. PP54}	[ 96 ]
Usenotes: 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
Aerokinesis	[ 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.	
Chill Factor	[ 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.	
Hydrokinesis	[ 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
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 ]

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}	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)!			
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 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			
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 ]
			[ ]
			[ ]
			[ ]

\* Includes: -1 from 'Shyness'

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	10	—	1d-3 cr	C	—	—	—	
Kick	8	—	1d-2 cr	C,1	—	—	—	
Punch	10	8	1d-3 cr	C	—	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
KaBar Defender Combat Knife: Swing	6	5	1d-1(2) cut	C,1	5	.5	4	
KaBar Defender Combat Knife: Thrust	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)	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.

PARRY	PARRY	BLOCK	DODGE	OTHER
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:**

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

SLAM TABLE			
1-2	3-5	6-9	10-14
1d-3	1d-2	1d-1	1d



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