



Name: Brian Fokker

Race: Human

Appearance: Hagerer, schwacher Jüngling mit schwarzen Haaren

Player: Philipp Koschmann

Ht: 1.78m Wt: 115 lbs Age: 16

Spent: 255

Unspent: 0

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

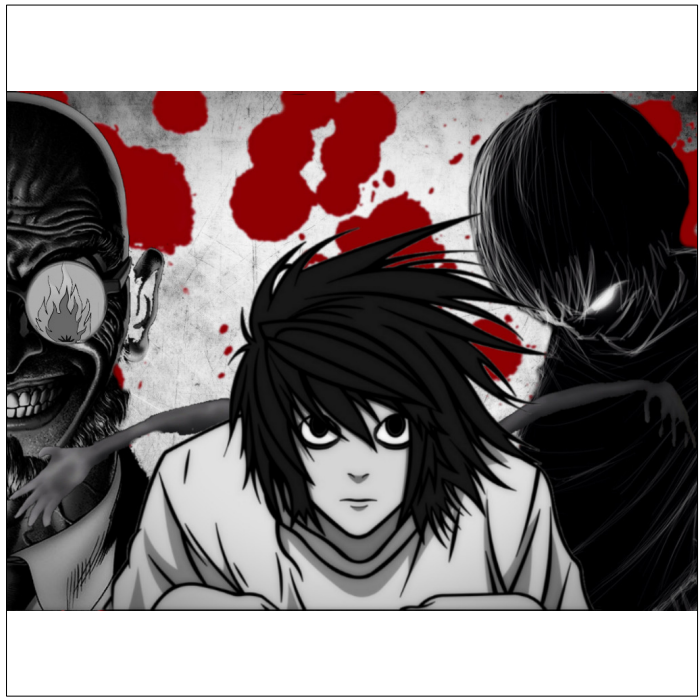
CULTURAL FAMILIARITIES	
Name	Pts
Pre-War Western (Native) {p. B23}	[0]

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} Usernotes: You can psychokinetically resist or deflect incoming physical attacks. This affects weapons, punches, and objects (including those held by TK Grab or thrown by TK Bullet), but it has no effect on energy (e.g., fire, electricity) or purely mental attacks. Every time you are hit by a physical attack, roll against your skill. Success provides DR equal to your PK Shield level. In a situation where you're under constant "attack" (i.e., caught in a vicious hailstorm), roll once per minute. This is a passive ability.	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} 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! 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.)	15	IQ-1	[4]
			[]
			[]
			[]
			[]

* 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

LOAD-OUTS			
Qty	Backpack	Cost	Weight
1	Mammut Backpack, Frame/TL9 {p. B288} <small>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.</small>	4450	64.05 lb
1	airFresh Vapor, Canteen <small>Description: 1l; Extracts 1l in 4 h at 50% humidity; Battery B/100l</small>	180	3 lb
1	Glow Stick, Light Source <small>Description: 2m radius; white light; 24h</small>	25	-
1	reFresh Filtration, Canteen <small>Description: 1l; Purifies 1l 30' - impurities, salts, microbes, poisons; Filter 100 uses - color indicates replacement</small>	180	3 lb
30	Vaultec Survival Ration {p. UT73} <small>Per Unit - Cost: 8, Weight: 3.2 oz Description: TL:9 Shelf-life of 15 years, needs 0.5l water</small>	240	6 lb
1	Swiss Army Knife <small>Description: Screwdriver, scissory, small knife, file, tweezers, bottle opener and toothpick</small>	10	1.6 oz
1	Personal Basics {p. B288} <small>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.</small>	5	1 lb
1	Atombrot, Candy Bar <small>Description: vacuum-prot wrapper, counts as a meal</small>	10	1.6 oz
300	Caps <small>Per Unit - Cost: 1, Weight: 2.56 dr Description: The Post Nuclear War Currency</small>	300	3 lb
1	Food Tablets {p. UT73} <small>[1][2][3][4][5][6][7][8][9][10]</small> <small>Description: TL:9 12 Meals Shelf-life of 30 years</small>	340	1.6 oz
3	Camel Bag <small>Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a hose allows drinking when in the backpack.</small>	60	24.75 lb
1	Sleeping Bag, Insulated {p. B288} <small>Description: TL:7 Notes: +3 HT to resist freezing.</small>	100	15 lb
1	Zeiss Scout {p. UT61} <small>Description: Hyperspectral Binoculars, Camera (12h HQ, 2 wks LQ), HUD, 16x mag., Battery 10h/C, +1 Vision, Tracking, Forensics, Observation, Search</small>	2500	2 lb
Totals:		4450	64.05 lb
Qty	Bases	Cost	Weight
1	Base <small>Contents - Cost: 100, Weight: 31.5 lb</small>	100	31.5 lb
2	Camel Bag <small>Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a hose allows drinking when in the backpack.</small>	40	16.5 lb
30	Traveler's Rations {p. B288} <small>Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.</small>	60	15 lb
Totals:		100	31.5 lb
Qty	Combat	Cost	Weight
1	Combat <small>Contents - Cost: 36790, Weight: 27.2 lb</small>	36790	27.2 lb
1	Armor <small>Contents - Cost: 2350, Weight: 19.1 lb</small>	2350	19.1 lb
1	Vaultec Jumpsuit <small>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: <u>limbs, neck, skull, torso, groin, feet, hands</u></small>	1800	9 lb
1	Mehler MIL-100, Boots {p. B284} <small>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: <u>feet</u></small>	75	2.2 lb
1	Mehler MIL-110, Helmet {p. B285} <small>Description: TL:8 LC:4 DR:5 Location: <u>skull</u></small>	125	2.2 lb
1	Mehler MIL-120, Vest {p. B284} <small>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: <u>torso, groin</u></small>	350	5.7 lb
1	Vaultec Load Bearing Gear {p. B289} <small>Per Unit - Cost: 750, Weight: 2 lb Contents - Cost: 1920, Weight: 3.1 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.</small>	2670	5.1 lb
1	Mini Vaultite .3, Flashlight <small>Description: 15m beam; helm mountable; firearms rail compatible; Battery 24h, B</small>	150	3.2 oz

LOAD-OUTS (continued)			
Qty	Combat	Cost	Weight
1	Vaultec Load Bearing Gear {p. B289}	2670	5.1 lb
1	Vaultec Radio Headset <small>Description: Secure; palm-sized; 10km range; low-res camera and screen for video transmitting; Battery 10h, 2B</small>	1000	8 oz
1	KaBar Defender Combat Knife (Superfine, *6) {p. B272, B276} <small>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]</small>	300	8 oz
1	H&K USP III, 7.5mmCLP (Magazine, 30 rounds)	70	8 oz
1	Steinesack	0	1 lb
2	Stimpack <small>Per Unit - Cost: 200, Weight: 3.2 oz Description: A small disposable first-aid item, when a Stimpack is injected into a wound, it instantly closes the wound and restores +5 hit points. Only one Stimpack can be used per wound, except for a gunshot wound which goes all the way through the patient (one stimpack for entry wound, another for the exit wound, heals a total of +10 hit points). Millions of stimpacks were made before the war, and any surviving high-tech medlabs can produce these. Form: Injection. Injections require a First Aid roll with a +2 bonus. It takes about 1 second to apply one Stimpack. Drawbacks: None. Time: Takes effect immediately.</small>	400	6.4 oz
1	Rolex Explorer XXX, Watch/TL9 <small>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</small>	30000	4.8 oz
1	VerzPi (Pistol Holster) {p. B289} <small>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.</small>	1770	2.7 lb
1	H&K USP III, 7.5mmCLP (Automatic Pistol) <small>[30][29][28][27][26][25][24][23][22][21][20][19][18][17][16][15][14][13][12][11][10][9][8][7][6][5][4][3][2][1]</small> <small>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.</small>	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	-
Totals:		36790	27.2 lb

SCRATCH PAD			

CAMPAIGN LOG			
Points: (logged) 0	+ (other) 0	= (total) 0	
<u>Initial Character Creation</u>		<u>Dienstag 15. April 2177</u>	
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
Total Points Spent:	255
Unspent Points:	0