KENDOZEST7

Name: Brian Fokker
Race: Human
Appearance: Hagerer, schwacher Jüngling mit schwarzen Haaren

Player: Philipp Koschmann
Ht: 1.78m **Wt:** 115 lbs **Age:** 16

Spent: 254
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	

Vision	16	Fright Check	16	High Jump	1.67 ft
Hearing	16	Consciousness	10	Money	9620
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
TK	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
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, +1 from 'Reputation (Arroyo: Saviours of Zora)'

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

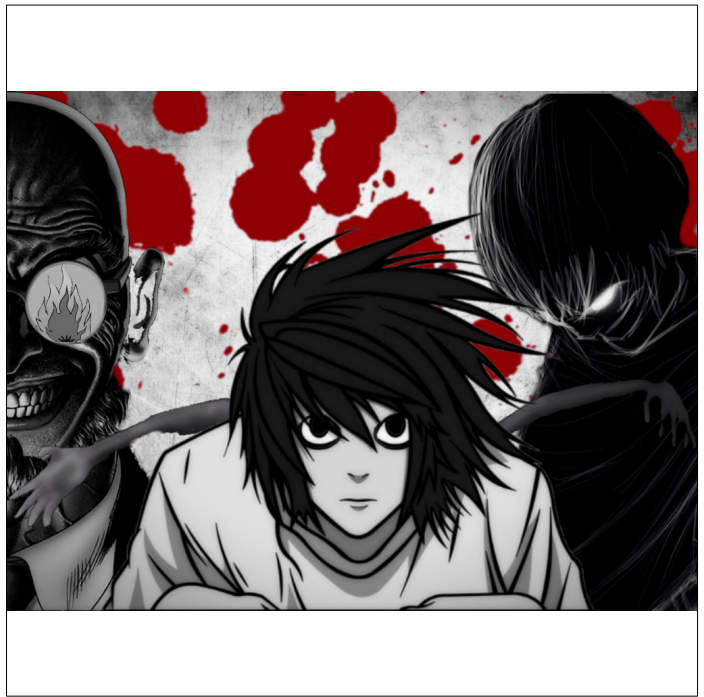| Name	Pts
Vault Dweller {p. Wiki}	[0]

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 (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 quirk Bunker4Life.

ADVANTAGES

Name	Pts
Luck {p. B66, P59}	[15]
PK Shield (Psi) 4 {p. PP56}	[16]
Roll: 14 (PK Shield)	
Reputation (Arroyo: Saviours of Zora) 1 (_Free, *0; All the time, *1; Small class, *1/3) {p. B27}	[0]
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)

ADVANTAGES (continued)

Name	Pts
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.	
Honest Face {p. B100, PU2:4}	[1]
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.	
Dreamer {p. B164}	[-1]
Likes Likes Women as Sheldon does {p. B164}	[-1]
Likes Toys {p. B164}	[-1]
Youthful Attitude	[-1]

SKILLS			
Name	**Level**	**Relative**	**Pts**
Area Knowledge (Free Nevada) {p. B176}	16	IQ+0	[1]
Brawling {p. B182} Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 8	10	DX+0	[1]
Brawling (TK Grab) {p. B182} Description: Notes: Calculated damage takes into account bonuses from Teeth, Weak Bite, Claws, and skill level. You may add the modifier "Has Gauntlets/Brass Knuckles" or "Has Boots" to apply the +1 damage to Punch or Kick, as appropriate. Parry: 11	16	IQ+0	[0]
Computer Operation/TL9 {p. B184}	16	IQ+0	[1]
dDriving/TL9 (Automobile) {p. B188}	11	DX+1	[1]
dDriving/TL9 (Motorcycle) {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]
Judo {p. B203} Parry: 7	8	DX-2	[1]
Judo (TK Grab) {p. B203} Parry: 10	14	IQ-2	[0]
Knife {p. B208} Parry: 7	10	DX+0	[1]
Knife (TK Grab) {p. B208} Parry: 10	16	IQ+0	[0]
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]
Survival (Radioactive Wasteland) {p. B223}	15	Per-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 additionals second of delay built into alternative abilities that aren't attacks.)	15	IQ-1	[4]
Thrown Weapon (Knife) {p. B226}	10	DX+0	[1]
			[ ]
			[ ]

SKILLS (continued)			
Name	**Level**	**Relative**	**Pts**
			[ ]
			[ ]

* Includes: -1 from 'Shyness'

MELEE ATTACKS

Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Brawling: Punch	10	8	1d-3 cr	C	–	–	–	
Brawling: Bite	10	–	1d-3 cr	C	–	–	–	
Brawling: Kick	8	–	1d-2 cr	C,1	–	–	–	
Brawling (TK Grab): Punch	10	8	1d-2 cr	C	–	–	–	
Brawling (TK Grab): Bite	10	–	1d-2 cr	C	–	–	–	
Brawling (TK Grab): Kick	8	–	1d-1 cr	C,1	–	–	–	
Equipment based	**Skill**	**Parry**	**Damage**	**Reach**	**ST**	**Wt**	**LC**	**Notes**
KABAR Survivor, Tactical Knife (Superfine): swing	10	8	1d-1(2) cut	C,1	5	.5	4	
KABAR Survivor, Tactical Knife (Superfine): thrust	10	8	1d-1(2) imp	C	5	.5	4	
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 UCP III, 7.5mmCLP	10	2d+2 pi-	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	2	3	
KABAR Survivor, Tactical Knife (Superfine): thrown	10	1d-1(2) imp	–	5 yd / 10 yd	1	T(1)	5	-1	–	.5	4	
Remington NACS, 18.5mmPC: Slug	8	4d+4 pi++	3	100 yd / 500 yd	3	5+1(3i)	10†	-5	4	6	3	
Remington NACS, 18.5mmPC: 00Buck	8	1d+1 pi	3	40 yd / 500 yd	3x9	5+1(3i)	10†	-5	1	6	3	
TK Bullet	15	3d pi	3	200 yd / 500 yd	1	various	*	*	1	–	*	
TK Bullet (Sharp Edge)	15	3d(2) pi	3	200 yd / 500 yd	1	various	*	*	1	–	*	

ST "†": The weapon requires two hands. If you have at least 1.5 times the listed ST (round up), you can use a weapon like this in one hand, but it becomes *unready* after you attack with it. If you have at least *twice* the listed ST, you can wield it one-handed with no readiness penalty. But if it requires one hand to hold it and another to operate a moving part, like a bow or a pump shotgun, it *always* requires two hands, regardless of ST.
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	7/8	
DX	DX	DX	Light	

Eyes		Skull	
DR: 0		DR: 9	
HP: 0		HP: 0	
Neck		Face	
DR: 2		DR: 0	
HP: 0		HP: 0	

Torso
DR: 5/2*+2
HP: 0

Arms
DR: 2
HP: 0

Hands
DR: 2
HP: 0

Groin
DR: 5/2*+2
HP: 0

Legs
DR: 2
HP: 0

Feet
DR: 5/2+2
HP: 0

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

Bonus DR: 0
Bonus DB: 0

Notes:

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.
-1×FP 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]
Sharp Edge (Telekinetic Control) {p. B229}	15	def+5	[6]
Targeted Attack (Knife Thrust/Vitals) {p. MA68}	9	def-4	[2]
			[ ]
			[ ]

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.
-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.

LOAD-OUTS

Qty	Backpack	Cost	Weight
1	**Mammut Backpack, Frame {p. wiki}**	1780	46.52 lb

Per Unit - Cost: 500, Weight: 4 lb
Contents - Cost: 1280, Weight: 42.52 lb
Description: TL:9 LC:4 A framed backpack that holds 100 lbs. of gear, made from ultra light materials.

Qty	Backpack	Cost	Weight
1	**Atombrot, Candy Bar {p. wiki}**	20	1.6 oz

Description: TL:9 LC:4 Vacuum-proof wrapper, counts as a meal

1	**Food Tablets {p. wiki}**	240	1.6 oz

`12 11 10 9 8   7 6 5 4 3   2 1`

Description: TL:9 LC:4 12 Meals; Developed for use in long-range space missions, these food items are small colored pills that are simply "meals" reduced in size due to the extraction of all moisture. Quite tasty (they come in various flavors, such as French fries, hamburger, etc.), each tablet also manages to meet the nutritional requirements of a full meal.

1	**Glowstick, Emergency Light {p. wiki}**	50	12.8 dr

Description: TL:9 LC:4 2m radius; white light; 24h

1	**reFresh Filtration, Canteen {p. wiki}**	180	2.5 lb

`100 99 98 97 96  95 94 93 92 91  90 79 78 77 76  75 74 73 72 71`
`70 69 68 67 66  65 64 63 62 61  60 59 58 57 56  55 54 53 52 51  50 49 48 47 46  45 44 43 42 41`
`40 39 38 37 36  35 34 33 32 31  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`

Description: TL:9 LC:4 1l; Purifies 1l 30' - impurities, salts, microbes, poisons; Filter 100 uses - color indictes replacement

30	**VaulTec Survival Ration {p. wiki}**	300	6 lb

Per Unit - Cost: 10, Weight: 3.2 oz
Description: TL:9 LC:4 Shelf-life of 250 years, needs 0.5l water to be edible

3	**Camel Bag {p. wiki}**	120	24.75 lb

Per Unit - Cost: 40, Weight: 8.25 lb
Description: TL:8 LC:4 A plastic bag filled with a gallon of drinking water, a hose allows drinking when in the backpack.

1	**Sleeping Bag {p. B288}**	25	7 lb

Description: TL:6 Notes: For normal conditions.

1	**Victorinox Swiss Army Knife {p. wiki}**	40	1.6 oz

Description: TL:7 LC:4 Screwdriver, scissory, small knife, file, tweezers, bottle opener and toothpick

1	**Purse (_Free, *0) {p. B288}**	300	14.72 oz

Contents - Cost: 300, Weight: 14.72 oz
Description: TL:0 Notes: Holds 3 lbs.

180	**Cap {p. wiki}**	180	14.4 oz

Per Unit - Cost: 1, Weight: 1.28 dr
Description: TL:9 LC:4 In the Core Region, the relative scarcity of bottle caps made them a perfect currency for Hub merchants to adopt in the 22nd century, leading to the nickname "Hubbucks". Backed by the value of water, the Hub merchants supported bottle caps because the technology to manufacture them and paint their surfaces had been mostly lost in the Great War, which limited any counterfeiting efforts. Secondly, there are a limited number of bottle caps, which preserve their value against inflation to some degree. In The Hub you can trade one cap for one liter of clean drinking water.

1	**NCR Golden Nugget {p. wiki}**	120	5.12 dr

Description: TL:3 LC:4 The NCR mints this small gold coin. It's worth a month of water.

1	**Personal Basics {p. B288}**	5	1 lb

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.

	Totals:	1780	46.52 lb

Qty	Base: Carlin	Cost	Weight
1	**Base: Carlin**	180	39.75 lb

Contents - Cost: 180, Weight: 39.75 lb
Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.

3	**Camel Bag {p. wiki}**	120	24.75 lb

Per Unit - Cost: 40, Weight: 8.25 lb
Description: TL:8 LC:4 A plastic bag filled with a gallon of drinking water, a hose allows drinking when in the backpack.

30	**Traveler's Rations {p. B288}**	60	15 lb

Per Unit - Cost: 2, Weight: 8 oz
Description: TL:0 Notes: One meal of dried meat, cheese, etc.

	Totals:	180	39.75 lb

Qty	« Combat »	Cost	Weight
1	**Combat**	18420	36.6 lb

Contents - Cost: 18420, Weight: 36.6 lb
Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.

LOAD-OUTS (continued)

Qty	« Combat »	Cost	Weight
1	**Combat**	18420	36.6 lb
1	**Armor**	2900	13.1 lb

Contents - Cost: 2900, Weight: 13.1 lb
Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.

1	**VaulTec Jumpsuit**	1800	3 lb

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: full suit, skull

1	**Mehler MIL-100, Boots {p. B284}**	150	2.2 lb

Description: TL:7 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

1	**Mehler MIL-110, Helmet {p. B285}**	250	2.2 lb

Description: TL:7 LC:4 DR:5
Location: skull

1	**Mehler MIL-120, Assault Vest {p. B284}**	700	5.7 lb

Description: TL:7 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

1	**VersaHold, Pistol Holster {p. wiki}**	1880	3.2 lb

Per Unit - Cost: 350, Weight: 9.6 oz
Contents - Cost: 1530, Weight: 2.6 lb
Description: TL:9 LC:4 Made out of ultra-tech fibers and meshes, this very light holster can fit any TL9 sidearm and two magazines. It gives +1 to Fast-Draw if worn in the open.

1	**H&K UCP III, 7.5mmCLP {p. wiki}**	1350	2 lb

`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`

Description: TL:9 LC:3 Ammo:0.3 lb. Damage:2d+2 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 Caseless Pistole III was the standart sidearm of various western law enforcement forces before the war.

2	**H&K UCP III, 7.5mmCLP (Magazine, 30 Cartridges)**	180	9.6 oz

Per Unit - Cost: 90, Weight: 4.8 oz
Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable.

1	**VaulTec Load Bearing Gear {p. wiki}**	6790	12.8 lb

Per Unit - Cost: 750, Weight: 1 lb
Contents - Cost: 6040, Weight: 11.8 lb
Description: TL:9 LC:4 Belt and suspenders with pouches and rings for gear. Made of ultra light fibers and titanium to be very light. Enough space for 20 lbs of gear which can be accessed with fast draw or a ready maneuver.

1	**Minilite .3, Flashlight {p. wiki}**	150	3.2 oz

Description: TL:9 LC:4 Power:B/24 hr. 15m beam; helm mountable; firearms rail compatible

2	**Stimpack**	400	6.4 oz

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.

1	**VaulTec Radio Headset {p. wiki}**	1000	8 oz

Description: TL:9 LC:3 Power:2B/10 hr. Secure; palm-sized; 10km range; low-res camera and screen for video transmiting; Can be connected to the Rolex Explorer XXX, eg. for data storage.

1	**KABAR Survivor, Tactical Knife (Superfine) {p. wiki}**	450	8 oz

Description: TL:9 LC:4 [Mode:swing Damage:sw-1 (2) cut Reach:C,1 Parry:0 ST:5 Skill:Knife], [Mode:thrust Damage:thr+1 (2) imp Reach:C Parry:0 ST:5 Skill:Knife], [Mode:thrown Damage:thr+1 (2) imp Range:0.5*ST/1*ST RoF:1 Shots:T(1) ST:5 Bulk:-1 Skill:Thrown Weapon (Knife)], This small, superfine Knife was used by the US Marines prior to the Fall. It's sheat allows the blade to be carried concealed on wrists or ankles.

1	**Steinesack**	0	1 lb

Description: 500 Steine

1	**Zeiss Scout {p. wiki}**	2500	3 lb

Description: TL:9 LC:4 Power:C/10 hr. Hyperspectral Binoculars, Camera (12h HQ, 2 wks LQ), HUD, 16x mag., Battery 10h/C, +1 Vision, Tracking, Forensics, Observation, Search

LOAD-OUTS (continued)

Qty	« Combat »	Cost	Weight
1	VaultTec Load Bearing Gear {p. wiki}	6790	12.8 lb
2	Line Syntsilk 3mm {p. wiki} Per Unit - Cost: 20, Weight: 1.6 oz Description: TL:9 LC:4 This a synthetic line made of artificial spider silk. Supports 400 lbs. 10 yards of line. This is the safe working load; the theoretical breaking strain is five times as much. If exceeding the safe load, roll vs. the rope's HT 12 at -1 per multiple of working load whenever it is stressed to see if it snaps.	40	3.2 oz
5	Remington NACS, 18.5mmPC (5 Shells Slug) Per Unit - Cost: 150, Weight: 9.6 oz Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable.	750	3 lb
5	Remington NACS, 18.5mmPC (5 Shells 00Buck) Per Unit - Cost: 150, Weight: 9.6 oz Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable.	750	3 lb
1	Rolex Explorer XXX {p. wiki} Description: TL:9 LC:4 Survival watch; Bio Monitor gives Physician a bonus to diagnose patient wearing watch (+1 Diag); Chronometer; GPS receiver (Does not work); Inertial & Mag. Compass & Map (+2 Navi); Beacon (10 km); Tiny Compu (Complexity 3, 1TB); 2D 1 inch display	5000	4.8 oz
1	PSI Description: In GCA a "Parent" item can have other traits assigned to it as "Children." This is essentially an organizational structure, allowing you to file multiple traits together under the parent item if you wish. To make an item a "child" right click on it and select "Make Child of..." The child items will be hidden by default; you may show the child items by right clicking on the parent and selecting "Show Components." Once displayed the children will be shown in a "tree" format under the parent. Any item may be assigned as a parent by right clicking on it and selecting "Make Parent"; this entry is here for convenience, as it is automatically designated a Parent.	0	—
1	TK Bullet	0	—
1	TK Bullet (Sharp Edge)	0	—
1	VersaReady, Longarm Patrol Sling {p. wiki} Per Unit - Cost: 500, Weight: 1.2 lb Contents - Cost: 1350, Weight: 6 lb Description: TL:9 LC:4 VersaReady, Longarm Patrol Sling. If you drop your longarm in combat it will swing back into a fast-draw ready position on your chest.	1850	7.2 lb
1	Remington NACS, 18.5mmPC {p. wiki} Slug 5 4 3 2 1 00Buck 5 4 3 2 1 Description: TL:9 LC:3 Ammo:0.6 lb. [Mode:Slug, 18.5mmPC Damage:4d+4 pi++ Acc:3 Range:100/500 RoF:3 Shots:5+1(3i) ST:10† Bulk:-5 Rcl:4 Skill:Guns (Shotgun)], [Mode:00Buck, 18.5mmPC Damage:1d+1 pi Acc:3 Range:40/500 RoF:3x9 Shots:5+1(3i) ST:10† Bulk:0.5 Rcl:1 Skill:], The NACS was a prominent choice amongst hunters before the war to bring down big game.	1350	6 lb
	Totals:	**18420**	**36.6 lb**

SCRATCH PAD

CAMPAIGN LOG

Points: (logged) 0   + (other) 0   = (total) 0

Initial Character Creation   **Dienstag 15. April 2177**
Character created using GURPS Character Assistant 4
31.03.2012: 0 pts

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	[120]
Advantages, Perks	[149]
Disadvantages, Quirks	[-55]
Skills, Techniques	[40]
Total Points Spent:	**254**
Unspent Points:	**1**