



Name: Rudy 'Lynx' Roberts
Race: Human
Appearance:

Player: Sven Mangold
Ht: 1.88 m Wt: 195 lbs Age:

Spent: 256
Unspent: -1

CHARACTER SHEET

ST	11	[10]	HP	11	[0]	Basic Speed	7	[5]
DX	16	[120]	Will	12	[0]	Basic Move	7	[0]
IQ	12	[40]	Per	12	[0]	BL	24 lb	(ST×ST)/5
HT	11*	[10]	FP	11	[0]	Thr	1d-1	Sw 1d+1
TL	9	[0]	SM	+0				

* Conditional: +3 from 'Sleeping Bag, Insulated' when resisting freezing, +1 from 'Fit'

Vision	12	Fright Check	14*	High Jump	2.67 ft
Hearing	12	Consciousness	12†	Money	-12550†
Touch	12	Death Check	12†		
Taste/Smell	12	Broad Jump	3.67 yd		

* Includes: +2 from 'Combat Reflexes'

† Includes: +1 from 'Fit'

‡ Includes: +1000 from 'Compact Targeting Scope', +28000 from 'AI ETCone, 10mmCLR (ETC Rifle)'

ENCUMBRANCE TABLE

Name	None	« Light »	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	x1	x0.8	x0.6	x0.4	x0.2
Ground	7 yd	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
Jump	7 yd	5 yd	4 yd	2 yd	1 yd
Dodge	11	10	9	8	7

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 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: -2*

* Includes: -2 from 'Bully'; Conditional: +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, -2 from 'Paranoia'

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]

ADVANTAGES

Name	Pts
Combat Reflexes {p. B43}	[15]
Fit {p. B55}	[5]
Frontline Leader 2 {p. B89}	[10]
Description: This Talent gives a bonus to Intelligence Analysis, Leadership, Savoir-Faire (Military), Strategy, Tactics, Soldier	
Gizmo 1 {p. B58}	[5]
Gunslinger {p. B58}	[25]
Luck {p. B66, P59}	[15]
Signature Gear (Laser Sniper Rifle) 2 {p. B85}	[2]

PERKS

Name	Pts
Bank shot (Guns (Rifle)) {p. GF17}	[1]
Description: You can ricochet bullets off surfaces to hit a target behind a hostage, around a corner, etc. The DR and HP of the things you're bouncing shots off aren't important – what matters is that these objects are convincingly hard. Roll to hit as usual, using the full range along the indirect path to the target, and add -2 per ricochet. You must specialize by shooting skill.	



PERKS (continued)

Name	Pts
Flimsy Cover {p. GF19}	[1]
Description: They can't hit what they can't see! Whenever you take cover behind anything large enough to hide you, ignore Cover (p. B407) and Overpenetration (p. B408). Lampposts, trees, car doors, stacks of cardboard boxes, sofas, and the ever-popular overturned saloon table will shed enemy bullets like tank armor, regardless of DR and HP. This only works against small arms – and only while you hide. As soon as you expose yourself, the world works normally again.	
Gun Shtick - Stone-Cold Killer (Guns (Pistol)) {p. B101, MA51, GunFu19}	[1]
Description: Every shot you fire is an instrument of intimidation! You don't just shoot enemies – you blast them through windows, blow off their limbs, and produce fountains of gore. On any turn during which you shoot someone and inflict a wounding effect beyond mere injury – crippling, knockdown, death, etc. – make an immediate shooting skill roll. Success lets you try Intimidation against any witnesses as a free action.	
Quick Reload (Detachable Magazine) {p. GF21}	[1]
Description: You can reload in record time! You must specialize by reloading scheme: Detachable Magazine (for most modern automatics). A successful Fast-Draw (Ammo) roll lets you reload as a free action for Detachable Magazine. This perk only seems cinematic. World-class competition shooters have demonstrated similar feats on high-speed film!	
Tracer Eyes {p. GF22}	[1]
Description: You can see the paths of your bullets as they speed toward their target! Whenever you fire more than one shot at a target per turn, you get a noncumulative +1 to skill. This becomes a realistic perk for experienced shooters (Guns at DX+2 or better) with Acute Vision.	
Walking Armory {p. GF23}	[1]
Description: No matter how many guns you carry, their weight never counts as encumbrance. Moreover, you need not concern yourself with the practicalities of how and where you carry them all. The weapons are still there, though – get Gizmos (p. 15) for undetectable guns.	

DISADVANTAGES

Name	Pts
Bully (15 or less, *0.5) {p. B125}	[-5]
Fanaticism (Vault über alles) {p. B136}	[-15]
Lecherousness (12 or less, *1) {p. B142}	[-15]
Paranoia {p. B148}	[-10]
Sense of Duty (Team) (Small Group) {p. B153}	[-5]

QUIRKS

Name	Pts
Bunker4Life	[-1]
Description: You've grown up in a bunker, have never seen the light of day and act accordingly.	
Chauvinistic {p. B164}	[-1]
Nervous Stomach {p. B165}	[-1]
Staid {p. B164}	[-1]
Trademark (Cracks Knuckles) {p. B164}	[-1]

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	14	DX-2	[1]
Area Knowledge (Free Nevada) {p. B176}	12	IQ+0	[1]
Armoury/TL9 (Small Arms) {p. B178}	11	IQ-1	[1]
Climbing {p. B183}	15	DX-1	[1]
Computer Operation/TL9 {p. B184}	12	IQ+0	[1]
Driving/TL9 (Automobile) {p. B188}	15	DX-1	[1]
Driving/TL9 (Motorcycle) {p. B188}	15	DX-1	[1]
Fast-Draw/TL9 (Ammo) {p. B194}	17*	DX+1	[1]
Fast-Draw (Long Arm) {p. B194}	17*	DX+1	[1]
First Aid/TL9 (Human) {p. B195}	12	IQ+0	[1]
Forced Entry {p. B196}	16	DX+0	[1]
dGuns/TL9 (Light Machine Gun) {p. B198}	17	DX+1	[1]
dGuns/TL9 (Pistol) {p. B198}	17	DX+1	[1]
Guns/TL9 (Rifle) {p. B198}	19	DX+3	[8]
dGuns/TL9 (Shotgun) {p. B198}	17	DX+1	[1]
dGuns/TL9 (Submachine Gun) {p. B198}	17	DX+1	[1]
History (The Old World) {p. B200}	10	IQ-2	[1]
Holdout {p. B200}	11	IQ-1	[1]
Intelligence Analysis/TL9 {p. B201}	12†	IQ+0	[1]
Interrogation {p. B202}	11	IQ-1	[1]
Intimidation {p. B202}	11	Will-1	[1]
Leadership {p. B204}	13†	IQ+1	[1]
Meditation {p. B207}	11	Will-1	[2]
NBC Suit/TL9 {p. B192}	15	DX-1	[1]
Observation {p. B211}	11	Per-1	[1]
Savoir-Faire (Military) {p. B218}	14†	IQ+2	[1]
Savoir-Faire (Vault) {p. B218}	12	IQ+0	[1]
Scrounging {p. B218}	12	Per+0	[1]
Soldier/TL9 {p. B221}	13†	IQ+1	[1]
Stealth {p. B222}	15	DX-1	[1]
Strategy (Land) {p. B222}	12†	IQ+0	[1]
Tactics {p. B224}	12†	IQ+0	[1]
Tracking {p. B226}	11	Per-1	[1]
Zen Marksmanship (Guns (Rifle)) {p. HT250, GunFu24}	10	IQ-2	[2]
Usernotes: Modifiers: -10 if used instantly, dropping to -5 after 1 turn of concentration, -4 after 2 turns, -3 after 4 turns, -2 after 8 turns, -1 after 16 turns, and no penalty after 32 turns.			
* Includes: +1 from 'Combat Reflexes'		† Includes: +2 from 'Frontline Leader'	

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	16	—	1d-2 cr	C	—	—	—	
Kick	14	—	1d-1 cr	C,1	—	—	—	
Punch	16	12	1d-2 cr	C	—	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
KaBar Defender Combat Knife: Swing	12	9	1d(2) cut	C,1	5	.5	4	
KaBar Defender Combat Knife: Thrust	12	9	1d(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
Al ETCone, 10mmCLR (ETC Rifle): Primary	20	6d*2 pi++	7+2	1.11 mi / 4.94 mi	3	12+1(3)	10†	-4	3	10.5	3	
Al ETCone, 10mmCLR (ETC Rifle): APHC	20	6d*2(2) pi+	7+2	1.11 mi / 4.94 mi	3	12+1(3)	10†	-4	3	10.5	2	
Al ETCone, 10mmCLR (ETC Rifle): APEP	20	6d*2(3) pi+	7+2	1.11 mi / 4.94 mi	3	12+1(3)	10†	-4	3	10.5	1	
H&K USP's III, 10mmCLP (Heavy Automatic Pistol)	17	3d pi+	2	180 yd / 1.14 mi	3	20+1(3)	10	-3	3	2.5	3	
KaBar Defender Combat Knife: Thrown	12	1d(2) imp	—	6 yd / 11 yd	1	T(1)	5	-1	—	.5	4	

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*.

PARRY	PARRY	BLOCK	DODGE	OTHER
12*	12*	10*	10/11*	
DX	DX	DX	Light	

Hit Locations and DR/HP:

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

* Includes: +1 from 'Combat Reflexes'

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-11 -12 -13 -14 -15	-22 -23 -24 -25 -26	-33 -34 -35 -36 -37	-44 -45 -46 -47 -48
6 5 4 3 2 1	-5 -6 -7 -8 -9	-16 -17 -18 -19 -20	-27 -28 -29 -30 -31	-38 -39 -40 -41 -42	-49 -50 -51 -52 -53
1	-10	-21	-32	-43	-54

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
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4
6 5 4 3 2 1	-5 -6 -7 -8 -9
1	-10

FP loss effects are cumulative with each other and any effects suffered from HP loss.

less than 1/3 FP: Dodge/2, Move/2, and ST/2 (round up); ST loss does not effect ST-based quantities, such as HP and damage.

0 FP or less: Make a Will roll vs. incapacitation before any maneuver other than Do Nothing, on a critical failure make an immediate HT roll vs. heart attack; every point of FP loss causes an equal loss of HP.

-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

LOAD-OUTS			
Qty	Backpack	Cost	Weight
1	Mammut Backpack, Frame/TL9 {p. B288} Per Unit - Cost: 500, Weight: 6 lb Contents - Cost: 1450, Weight: 56.05 lb Description: TL:9 Notes: Holds 100 lbs. of gear, made from ultra light materials.	1950	62.05 lb
1	airFresh Vapor, Canteen Description: 1l; Extracts 1l in 4 h at 50% humidity; Battery B/100l	180	3 lb
1	Glow Stick, Light Source Description: 2m radius; white light; 24h	25	—
1	reFresh Filtration, Canteen Description: 1l; Purifies 1l 30' - impurities, salts, microbes, poisons; Filter 100 uses - color indicies replacement	180	3 lb
30	VaulTec Survival Ration {p. UT73} Per Unit - Cost: 8, Weight: 3.2 oz Description: TL:9 Shelf-life of 15 years, needs 0.5l water	240	6 lb
1	Swiss Army Knife Description: Screwdriver, scissors, small knife, file, tweezers, bottle opener and toothpick	10	1.6 oz
1	Personal Basics {p. B288} Description: TL:0 Notes: Minimum gear for camping: -2 to any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.	5	1 lb
1	Atombrot, Candy Bar Description: vacuum-proof wrapper, counts as a meal	10	1.6 oz
300	Caps Per Unit - Cost: 1, Weight: 2.56 dr Description: The Post Nuclear War Currency	300	3 lb
1	Food Tablets {p. UT73} Description: TL:9 12 Meals Shelf-life of 30 years	340	1.6 oz
3	Camel Bag Per Unit - Cost: 20, Weight: 8.25 lb Description: A plastic bag filled with drinking water, a hose allows drinking when in the backpack.	60	24.75 lb
1	Sleeping Bag, Insulated {p. B288} Description: TL:7 Notes: +3 HT to resist freezing.	100	15 lb
Totals:		1950	62.05 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 Description: A plastic bag filled with drinking water, a hose allows drinking when in the backpack.	40	16.5 lb
30	Traveler's Rations {p. B288} Per Unit - Cost: 2, Weight: 8 oz Description: TL:0 Notes: One meal of dried meat, cheese, etc.	60	15 lb
Totals:		100	31.5 lb
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 39240, Weight: 26.9 lb	39240	26.9 lb
1	Armor Contents - Cost: 2350, Weight: 19.1 lb	2350	19.1 lb
1	VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellow stripes on the sides and a large 13 in a circle on the back. Armored (Flexible), wind absorbing, water proof, breathable and can be worn layered without penalty. Gives 2 DR on groin, torso, limbs, feet, hands, neck and skull. Additional, it gives +1 to rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands	1800	9 lb
1	Mehler MIL-100, Boots {p. B284} Description: TL:8 LC:-- DR:5/2 Notes: [2.6] Concealable as or under clothing. Split DR: use the higher DR only if the attack strikes underside of the foot (if footwear). Notes: [2.6] Location: feet	75	2.2 lb
1	Mehler MIL-110, Helmet {p. B285} Description: TL:8 LC:4 DR:5 Location: skull	125	2.2 lb
1	Mehler MIL-120, Vest {p. B284} Description: TL:8 LC:3 DR:5/2 Notes: [1] Split DR: use the first, higher DR against piercing or cutting attacks; use the second, lower DR against all other damage types. Notes: [1] Location: torso, groin	350	5.7 lb
1	VaulTec Load Bearing Gear {p. B289} Per Unit - Cost: 750, Weight: 2 lb Contents - Cost: 6140, Weight: 5.5 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.	6890	7.5 lb
1	Mini Vaulite .3, Flashlight Description: 15m beam; helm mountable; firearms rail compatible; Battery 24h, B	150	3.2 oz
1	VaulTec Radio Headset Description: Secure; palm-sized; 10km range; low-res camera and screen for video transmitting; Battery 10h, 2B	1000	8 oz

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	VaulTec Load Bearing Gear {p. B289}	6890	7.5 lb
1	KaBar Defender Combat Knife (Superfine, *6) {p. B272, B276} Description: TL:0 LC:4, [Mode: thrown Dam:thr-1 imp Acc:0 Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bulk:-1], [Mode:swing Dam:sw-3 cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mode:thrust Dam:thr-1 imp Reach:C Parry:-1 ST:5 Skill:Knife Notes: [1] Can be thrown. See Muscle Powered Ranged Weapon Table (p. 275)] Notes: [1]	300	8 oz
1	H&K USP's III, 10mmCLP FMJ (Magazine, 20 rounds)	90	11.2 oz
2	Stimpack 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.	400	6.4 oz
1	AI ETCone, 10mm CLR APHC (Magazine, 12 rounds) [2][1][10][9][8][7][6][5][4][3][2][1]	600	12.8 oz
1	AI ETCone, 10mm CLR APEP (Magazine, 12 rounds) [2][1][10][9][8][7][6][5][4][3][2][1]	3000	12.8 oz
2	AI ETCone, 10mm CLR FMJ (Magazine, 12 rounds) [2][1][10][9][8][7][6][5][4][3][2][1] Per Unit - Cost: 300, Weight: 12.8 oz	600	1.6 lb
1	Rolex Explorer XXX, Watch/TL9 Description: Survival watch; BioMon (+1 Diag); Chronometer; GPS receiver; Inertial & Mag. Compass (+3 Navi, Map); Beacon (10 km); Tiny Compu (1TB); 2D 1 inch display	30000	4.8 oz
Totals:		39240	26.9 lb
Qty	Walking Armoury	Cost	Weight
1	Walking Armoury Contents - Cost: 30260, Weight: 15.9 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.	30260	15.9 lb
1	VerzPi (Pistol Holster) {p. B289} Per Unit - Cost: 350, Weight: 3.2 oz Contents - Cost: 1710, Weight: 3.2 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.	2060	3.4 lb
1	H&K USP's III, 10mmCLP (Heavy Automatic Pistol) [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:0.7 lb. Damage:3d pi+ Acc:2 Range:180/2000 RoF:3 Shots:20+1(3) ST:10 Bulk:-2 Rcl:2 Skill:Guns (Pistol); The Heckler & Koch Universal Selbstlade Pistole schwer III was the standart sidearm of various western special operation forces before the war. It has a larger caliber compared to the standart model.	1620	2.5 lb
1	H&K USP's III, 10mmCLP FMJ (Magazine, 20 rounds)	90	11.2 oz
1	VerzPi Patrol Sling/TL9 {p. HT154} Per Unit - Cost: 200, Weight: 2 lb Contents - Cost: 28000, Weight: 10.5 lb Description: TL9 Version, only 1 lbs	28200	12.5 lb

LOAD-OUTS (continued)			
Qty	Walking Armoury	Cost	Weight
1	VerzPi Patrol Sling/TL9 {p. HT154}	28200	12.5 lb
1	AI ETCone, 10mmCLR (ETC Rifle) (Signature Gear, +0; Weapon Bond, +0; Armor-Piercing Enhanced Penetrator, +0; Armor-Piercing Hard Core, +0; Electrothermal-Chemical, *2; Very Fine Quality, *5) {p. UT137} Primary 12 11 10 9 8 7 6 5 4 3 2 1 APHC 12 11 10 9 8 7 6 5 4 3 2 1 APEP 12 11 10 9 8 7 6 5 4 3 2 1 Per Unit - Cost: 27000, Weight: 10 lb Contents - Cost: 1000, Weight: 8 oz Description: TL:9 LC:3 Ammo:1.2 lb. Damage:6dx2 pi++ Acc:7 Range:1950/8700 RoF:3 Shots:12+1(3) ST:10† Bulk:-4 Rcl:3 Skill:Guns (Rifle) The Accuracy International Electro-Thermal-Chemical was an of the early ETC rifle. The ETCone Model is a very fine variant of this sniper rifle system. Notes:	28000	10.5 lb
1	Compact Targeting Scope (Signature Gear, +0) Description: This video sighting system provides infravision at TL9 or hyperspectral vision at TL10-12. It has telescopic optics for normal viewing in daylight, and interfaces with the weapon's HUD sight. It provides a +2 bonus to aimed shots at TL9-10, +3 at TL11, or +4 at TL12. The scope can also be used as a passive sensor, providing Infravision or Hyperspectral Vision with Restricted Vision (Tunnel Vision). It has 4× magnification at TL9-10, 8× at TL11, or 16× at 12. The user must aim the weapon at the target he is observing. \$1,000, 0.5 lbs., A/100 hr. LC4.	1000	8 oz
Totals:		30260	15.9 lb

SCRATCH PAD

CAMPAIGN LOG

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

[Initial Character Creation](#)

Character created using GURPS Character Assistant 4

31.03.2012: 0 pts

POINTS SUMMARY

	Pts
Basic Attributes, Secondary Characteristics	185
Advantages, Perks	83
Disadvantages, Quirks	-55
Skills, Techniques	43
Total Points Spent:	256
Unspent Points:	-1