



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: +1 from 'Fit'

Vision 12	Fright Check 14*	High Jump 2.67 ft
Hearing 12	Consciousness 12†	Money 11380‡
Touch 12	Death Check 12†	
Taste/Smell 12	Broad Jump 3.67 yd	

* Includes: +2 from 'Combat Reflexes'

† Includes: +1 from 'Fit'

‡ Includes: +28000 from 'H&K P39',
10mmCLRETC', +1000 from 'Compact Targeting Scope'

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 Shick - 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]

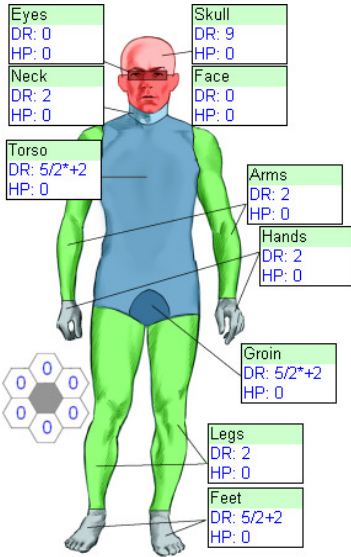
SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	14	DX-2	[1]
Area Knowledge (Free Nevada) {p. B176}	12	IQ+0	[1]
Armoury/TL9 (Small Arms) {p. B178}	11	IQ-1	[1]
Climbing {p. B183}	15	DX-1	[1]
Computer Operation/TL9 {p. B184}	12	IQ+0	[1]
Driving/TL9 (Automobile) {p. B188}	15	DX-1	[1]
Driving/TL9 (Motorcycle) {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 Survivor, Tactical Knife (Superfine): swing	12	10	1d(2) cut	C,1	5	.5	4	
KABAR Survivor, Tactical Knife (Superfine): thrust	12	10	1d(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 P39, 10mmCLRETC: Primary	20	6dx2 pi++	7+2	1.14 mi / 4.94 mi	3	12+1(3)	10†	-5	3	11	3	
H&K P39, 10mmCLRETC: APHC	20	6dx2(2) pi+	7+2	1.14 mi / 4.94 mi	3	12+1(3)	10†	-5	3	11	2	
H&K P39, 10mmCLRETC: APEP	20	6dx2(3) pi+	7+2	1.14 mi / 4.94 mi	3	12+1(3)	10†	-5	3	11	1	
H&K UCPS III, 10mmCLP	17	3d pi+	2	180 yd / 1.14 mi	3	20+1(3)	10	-2	3	2.5	3	
KABAR Survivor, Tactical Knife (Superfine): 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*	11*	
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:

* Includes: +1 from 'Combat Reflexes'

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

SLAM TABLE		
1-2	3-4	5-8
1d-3	1d-2	1d-1

TECHNIQUES			
Name	Level	Relative	Pts

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

LOAD-OUTS			
Qty	Backpack	Cost	Weight
1	Mammut Backpack, Frame {p. wiki} 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.	1780	46.52 lb
1	Atombrot, Candy Bar {p. wiki} Description: TL:9 LC:4 Vacuum-proof wrapper, counts as a meal	20	1.6 oz
1	Food Tablets {p. wiki} [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.	240	1.6 oz
1	Glowstick, Emergency Light {p. wiki} Description: TL:9 LC:4 2m radius; white light; 24h	50	12.8 dr
1	reFresh Filtration, Canteen {p. wiki} [100][99][98][97][96][95][94][93][92][91][90][89][88][87][86][85][84][83][82][81][80][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 indicates replacement	180	2.5 lb
30	Vaultec Survival Ration {p. wiki} 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	300	6 lb
3	Camel Bag {p. wiki} 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.	120	24.75 lb
1	Sleeping Bag {p. B288} Description: TL:6 Notes: For normal conditions.	25	7 lb
1	Victorinox Swiss Army Knife {p. wiki} Description: TL:7 LC:4 Screwdriver, scissors, small knife, file, tweezers, bottle opener and toothpick	40	1.6 oz
1	Purse (Free, *0) {p. B288} Contents - Cost: 300, Weight: 14.72 oz Description: TL:0 Notes: Holds 3 lbs.	300	14.72 oz
180	Cap {p. wiki} 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.	180	14.4 oz
1	NCR Golden Nugget {p. wiki} Description: TL:3 LC:4 The NCR mints this small gold coin. It's worth a month of water.	120	5.12 dr
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
Totals:		1780	46.52 lb
Qty	Base: Carlin	Cost	Weight
1	Base: Carlin 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.	180	39.75 lb
3	Camel Bag {p. wiki} 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.	120	24.75 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:		180	39.75 lb
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 15190, Weight: 22.3 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.	15190	22.3 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Combat	15190	22.3 lb
1	Armor 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.	2900	13.1 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: full suit, skull	1800	3 lb
1	Mehler MIL-100, Boots {p. B284} 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	150	2.2 lb
1	Mehler MIL-110, Helmet {p. B285} Description: TL:7 LC:4 DR:5 Location: skull	250	2.2 lb
1	Mehler MIL-120, Assault Vest {p. B284} 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	700	5.7 lb
1	Vaultec Load Bearing Gear {p. wiki} Per Unit - Cost: 750, Weight: 1 lb Contents - Cost: 6540, Weight: 7.9 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.	7290	8.9 lb
1	Minilite .3, Flashlight {p. wiki} Description: TL:9 LC:4 Power:B/24 hr. 15m beam; helm mountable; firearms rail compatible	150	3.2 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	Vaultec Radio Headset {p. wiki} Description: TL:9 LC:3 Power:2B/10 hr. Secure; palm-sized; 10km range; low-res camera and screen for video transmitting; Can be connected to the Rolex Explorer XXX, eg. for data storage.	1000	8 oz
1	KABAR Survivor, Tactical Knife (Superfine) {p. wiki} 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:(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.	450	8 oz
2	H&K P39, 10mmCLRETC (Magazine, 12 Cartridges) Per Unit - Cost: 480, Weight: 1.1 lb Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable.	960	2.2 lb
1	H&K P39, 10mmCLRETC APEP (Magazine, 12 Cartridges) Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable.	2400	1.1 lb
2	H&K P39, 10mmCLRETC APHC (Magazine, 12 Cartridges) Per Unit - Cost: 480, Weight: 1.1 lb Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable.	960	2.2 lb
2	H&K UCPS III, 10mmCLP (Magazine, 20 Cartridges) Per Unit - Cost: 110, Weight: 6.4 oz Description: TL:9 LC:4 A full reload including a magazine, speedloader or beltbox, if applicable.	220	12.8 oz
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
Totals:		15190	22.3 lb

LOAD-OUTS (continued)			
Qty	Walking Armoury	Cost	Weight
1	Walking Armoury Contents - Cost: 30470, Weight: 15.3 lb Description: Your Weapons do not count as encumbrance!	30470	15.3 lb
1	VersaReady, Longarm Patrol Sling {p. wiki} Per Unit - Cost: 500, Weight: 1.2 lb Contents - Cost: 28000, Weight: 11 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.	28500	12.2 lb
1	H&K P39, 10mmCLRET (Signature Gear, +0; Weapon Bond, +0; Armor-Piercing Enhanced Penetrator, +0; Armor-Piercing Hard Core, +0) {p. wiki} Per Unit - Cost: 27000, Weight: 10.5 lb Contents - Cost: 1000, Weight: 8 oz Description: TL:9 LC:3 Ammo:1.1 lb. Damage:6dx2 pi++ Acc:7 Range:2000/8700 RoF:3 Shots:12+1(3) ST:10† Bulk:-5 Rcl:3 Skill:Guns (Rifle), The Präzisionsgewehr 39 is the epitome of the electro-thermal chemical caseless sniper rifle. It's unrivaled power and precision speak volumes about the genius of german engineering. Notes:	28000	11 lb
1	Compact Targeting Scope (Signature Gear, +0) Description: This video sighting system provides infravision. It has telescopic optics for normal viewing in daylight. It provides a +2 bonus to aimed shots. The scope can also be used as a passive sensor, providing Infravision with Restricted Vision (Tunnel Vision). It has 4x magnification. The user must aim the weapon at the target he is observing.	1000	8 oz
1	VersaHold, Pistol Holster {p. wiki} Per Unit - Cost: 350, Weight: 9.6 oz Contents - Cost: 1620, Weight: 2.5 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.	1970	3.1 lb
1	H&K UCPS III, 10mmCLP {p. wiki} Description: TL:9 LC:3 Ammo:0.4 lb. Damage:3d pi+ Acc:2 Range:180/2000 RoF:3 Shots:20+1(3) ST:10 Bulk:-2 Rcl:3 Skill:Guns (Pistol), The Heckler & Koch Universal Caseless 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
Totals:		30470	15.3 lb

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

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		

DESCRIPTION

Profil

Name: Rudy Roberts

Spitzname: Lynx

Alter: 26

Grösse: 191 cm

Gewicht: 83

Statur:

Haare: Blond

Augenfarbe: Blau

Vorlieben: Vault 13

Abneigungen: else

Funktion: Sniper

Beruf: Handyman

Spezialitäten:

Hintergrund

Rudolf 'Lynx' Roberts wuchs im Vault 13 als einziges Kind unter der Obhut seines Vaters, einem unauffälligem Handymans auf. Er wurde am 30.4.2151 geboren, seine Mutter starb bei der Geburt

Die Familie König stammte ursprünglich aus Deutschland und floh in der Mitte des 20igsten Jahrhunderts über Bolivien, Argentinien und schliesslich nach America, wo sie sich unter dem Namen 'Roberts' inkognito niederliess. Es gehörte zur Familientradition, dass alle männlichen Nachkommen Experten im Umgang und Gebrauch von Jagd- und Schusswaffen wurden. Ebenso wurde Wert auf eine preussische, harte und militärische Erziehung gelegt. Toleranz war kein besonders gebräuchliches Wort. Man fühlte sich anderen gegenüber überlegen.

Dieses Gedankengut kam natürlich mit in den Bunker und wurde im Stillen von Generation zu Generation auch hier gepflegt und weitergereicht. Die Fähigkeiten wurden der Zeit und den Möglichkeiten entsprechend in virtuellen Trainingseinheiten geübt. Die Familie war unscheinbar aber nicht umgänglich. Nur zum Zweck des Fortbestands der Linie wurden Kontakte zu anderen Bunkerbewohnern gepflegt, man blieb eher unter sich und seinesgleichen. Rudy hatte wenige bis keine Freunde, sein Vater versuchte ihn abzuschotten und liess nur Gleichdenkende an seinen Sohn und vermittelte ihm ein verzerrtes Weltbild. Kurt Bären war einer dieser wenigen aber treuen Freunde. Das Fehlen einer mütterlichen Figur in seinem Leben war fatal. Zusätzlich meint Rudy, dass die Schuld am unterirdischen und eingeschränkten Leben bei anders denkenden zu Suchen sei und dass eine Verschlechterung der Situation von jeder Seite zu erwarten ist. Das stabile und geordnete Leben im Bunker wurde zu einem Fels im emotionalen Leben von Rudy, alles, was gegen das Bunkerleben

spricht, wird von ihm nicht toleriert.

Neben dem strikten befolgen des Bunkerhythmus und dem Einhalten seine körperlichen Ertüchtigungprogramms, widmete Rudy sich der philosophischen Betrachtung von Konfrontationen und deren Bewältigung durch das Studium von Sun Tzus "The Art of War". Er führte ein sehr asketisches Leben.

Er verspricht sich durch die Möglichkeit des Verlassens des Bunkers, die Spuren einer sagenumwobene kriegerischen Burderschaft zu finden und deren um Lichtjahre überlegene Kampftechnologie zu finden und zu entschlüsseln. In seiner Sippschaft wurde nur "Area 51" unter vorgehaltener Hand von Vater zu Sohn weitergereicht.

Zu den anderen Ausserwählten der Mission hatte Rudy nur flüchtigen Kontakt in der Schule, 'Texas' war ihm aber durch Ihre Anti-Bunker-Art immer äusserst unsympatisch.

Beziehungen

Eric 'Snake' Williams Bekannter aus der Schule

Brain Fokker Bekannter aus der Schule

Jack Daniels Bekannter aus der Schule

Tara 'Texas' Knox Bekannte aus der Schule

Virginia Bellefleur Bekannte aus der Schule

Astro Mendoz Bekannter aus der Schule

Randy 'Hammerhead' Garrison Bekannter aus der Schule