



Name: Kurt 'Hammer' Bären
Race: Human
Appearance: A big, tall brute.

Player: Non-Player Character
Ht: 1.92m Wt: 200 lbs Age: 22

Spent: 254
Unspent: 1

CHARACTER SHEET

ST	16	[60]	HP	16	[0]	Basic Speed	7	[10]
DX	14	[80]	Will	10	[0]	Basic Move	7	[0]
IQ	10	[0]	Per	10	[0]	BL	51 lb	(ST×ST)/5
HT	12*	[20]	FP	12	[0]	Thr	1d+1	Sw 2d+2
TL	9	[0]	SM	+0				

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

Vision	10	Fright Check	12*	High Jump	2.67 ft
Hearing	10	Consciousness	12	Money	-8870†
Touch	10	Death Check	12		
Taste/Smell	10	Broad Jump	3.67 yd		

* Includes: +2 from 'Combat Reflexes'

† Includes: +110 from 'Throwing Axe (Wilhelmine)', +7800 from 'Katana (Adolf & Wilhelm)', +4000 from 'Xon Mk1 Trousers', +3000 from 'Xon Mk1 Vest'

ENCUMBRANCE TABLE

Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	x1	x2	x3	x6	x10
Basic	51 lb	102 lb	153 lb	306 lb	510 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	102 lb	408 lb	612 lb	765 lb	1.27 tn

* 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 'On the Edge' when people witness behavior, +2 from 'On the Edge' when witnessed by people who value bravery over self-preservation, +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, +1 from 'Furor Teutonicus' when +1 from Martial Artists

CULTURAL FAMILIARITIES

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

LANGUAGES

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

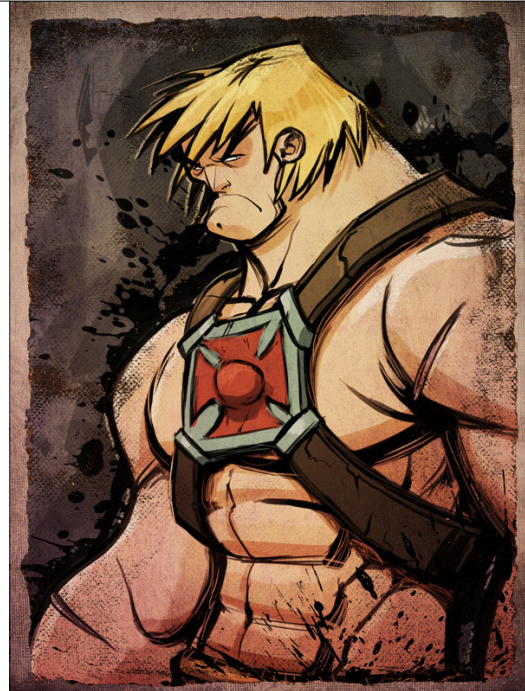
TEMPLATES AND META-TRAITS

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
Combat Reflexes {p. B43}	[15]
Furor Teutonicus 1 {p. B89}	[5]
Description: This Talent adds to the following skills: Blind Fighting, Breaking Blow, Flying Leap, Immovable Stance, Kiai, Power Blow. You must take Code of Honor (Prussian Virtues) to choose this Talent	
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 13 (Will+3)	
Luck {p. B66, P59}	[15]
Signature Gear (Omas Blades and Axe) 1 {p. B85}	[1]
Weapon Master (Broadsword) (one specific weapon) {p. B99}	[20]



PERKS

Name	Pts
Akimbo (Sword) {p. HT249, PU2:5}	[1]
Off-Hand Weapon Training (Broadsword) {p. MA50}	[1]
Quick-Sheathe (Sword) {p. MA51, MA51, HT249, PU2:7}	[1]
Weapon Bond (Adolf) {p. F132, HT250, MA53, PU2:9, DF1:14}	[1]
Weapon Bond (Wilhelm) {p. F132, HT250, MA53, PU2:9, DF1:14}	[1]
Weapon Bond (Wilhelmine) {p. F132, HT250, MA53, PU2:9, DF1:14}	[1]

DISADVANTAGES

Name	Pts
Code of Honor (Prussian Virtues) {p. B127}	[-10]
Description: Aufrichtigkeit, Bescheidenheit, Disziplin, Fleiß, Gehorsam (jedoch nicht ohne Freimut), Geradlinigkeit, Gerechtigkeitssinn („Suum cuique“ = Jedem das Seine), Gottesfurcht bei religiöser Toleranz („Jeder soll nach seiner Façon selig werden“), Härte - gegen sich mehr noch als gegen andere, Mut, Ordnungssinn, Pflichtbewusstsein, Pünktlichkeit, Redlichkeit, Selbsterleugnung („Wer je auf Preußens Fahne schwört, hat nichts mehr, was ihm selbst gehört.“), Sparsamkeit, Tapferkeit ohne Wehleidigkeit („Lerne leiden ohne zu klagen“), Treue, Unbestechlichkeit, Unterordnung, Weltoffenheit, Zurückhaltung („Mehr sein als scheinen!“), Zuverlässigkeit	
Honesty (15 or less, *0.5) {p. B138}	[-5]
Miserliness (12 or less, *1) {p. B144}	[-10]
On the Edge (12 or less, *1) {p. B147}	[-15]
Sense of Duty (Team) (Small Group) {p. B153}	[-5]
Truthfulness (12 or less, *1) {p. B159}	[-5]

QUIRKS

Name	Pts
Bunker4Life	[-1]
Description: You've grown up in a bunker, have never seen the light of day and act accordingly.	
Frank {p. B163}	[-1]
Humble {p. B164}	[-1]
Punctual {p. B163}	[-1]
Vow (Reliable) {p. B165}	[-1]

SKILLS			
Name	Level	Relative	Pts
Acrobatics {p. B174}	13	DX-1	[2]
Area Knowledge (Free Nevada) {p. B176}	10	IQ+0	[1]
Armoury/TL9 (Melee Weapons) {p. B178}	9	IQ-1	[1]
Axe/Mace {p. B208}	13*	DX-1	[1]
Parry: 10			
Blind Fighting {p. B180}	8†	Per-2	[1]
Breaking Blow {p. B182}	9†	IQ-1	[1]
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.			
Broadsword {p. B208}	18‡	DX+4	[16]
Parry: 13			
Climbing {p. B183}	13	DX-1	[1]
Computer Operation/TL9 {p. B184}	10	IQ+0	[1]
Driving/TL9 (Automobile) {p. B188}	13	DX-1	[1]
Driving/TL9 (Heavy Wheeled) {p. B188}	13	DX-1	[1]
Driving/TL9 (Motorcycle) {p. B188}	13	DX-1	[1]
Fast-Draw (Sword) {p. B194}	15§	DX+1	[1]
Fast-Draw (Throwing Axe) {p. B194}	15§	DX+1	[1]
First Aid/TL9 (Human) {p. B195}	10	IQ+0	[1]
Flying Leap {p. B196}	11†	IQ+1	[4]
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.			
Guns/TL9 (Pistol) {p. B198}	14	DX+0	[1]
History (The Old World) {p. B200}	8	IQ-2	[1]
Housekeeping {p. B200}	10	IQ+0	[1]
Immovable Stance {p. B201}	13†	DX-1	[1]
Intimidation {p. B202}	9	Will-1	[1]
Judo {p. B203}	13	DX-1	[2]
Parry: 10			
Jumping {p. B203}	14	DX+0	[1]
Karate {p. B203}	13	DX-1	[2]
Description: Notes: Calculated damage takes into account bonuses from 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: 10			
Kiai {p. B203}	12†	HT+0	[2]
Knife {p. B208}	14	DX+0	[1]
Parry: 10			
NBC Suit/TL9 {p. B192}	13	DX-1	[1]
Power Blow {p. B215}	9†	Will-1	[1]
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.			
Savoir-Faire (Vault) {p. B218}	10	IQ+0	[1]
Scrounging {p. B218}	10	Per+0	[1]
Soldier/TL9 {p. B221}	9	IQ-1	[1]
Stealth {p. B222}	14	DX+0	[2]
Thrown Weapon (Axe/Mace) {p. B226}	16	DX+2	[4]
* Conditional: +1 from 'Weapon Bond (Wilhelmine)'	‡ Conditional: +1 from 'Weapon Bond (Wilhelm)', +1 from 'Weapon Bond (Adolf)'		
† Includes: +1 from 'Furor Teutonicus'	§ Includes: +1 from 'Combat Reflexes'		

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
Bite	14	—	1d cr	C	—	—	—	
Karate: Punch	13	10	1d cr	C	—	—	—	
Karate: Kick	11	—	1d+1 cr	C,1	—	—	—	
Kick	12	—	1d+1 cr	C,1	—	—	—	
Punch	14	11	1d cr	C	—	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes
KaBar Defender Combat Knife: Swing	14	10	2d(2) cut	C,1	5	.5	4	
KaBar Defender Combat Knife: Thrust	14	10	1d+2(2) imp	C	5	.5	4	[1]
Katana (Adolf & Wilhelm): 1H Swing	19	13	2d+9(2) cut	1, 2	11	10	4	
Katana (Adolf & Wilhelm): 1H Thrust	19	13	1d+6(2) imp	1	11	10	4	
Katana (Adolf & Wilhelm): 2H Swing	15	11	2d+8(2) cut	1, 2	10†	10	4	
Katana (Adolf & Wilhelm): 2H Thrust	15	11	1d+5(2) imp	1	10†	10	4	
Throwing Axe (Wilhelmine): 1H	14	11U	2d+5 cut	1	12	4.5	4	[1]
Throwing Axe (Wilhelmine): 2H	11	9U	2d+6 cut	1	11	4.5	4	[1]
Throwing Axe (Wilhelmine): Pick	14	11U	2d+4 imp	1	12	4.5	4	[2]
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes

Parry "U": The weapon is *unbalanced*. You cannot use it to parry if you have already used it to attack this turn (or vice versa).
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.

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
H&K USP III, 7.5mmCLP (Automatic Pistol)	14	2d+2 pi	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	2	3	
KaBar Defender Combat Knife: Thrown	10	1d+2(2) imp	—	8 yd / 16 yd	1	T(1)	5	-1	—	.5	4	
Throwing Axe (Wilhelmine): Thrown	17	2d+5 cut	2	16 yd / 24 yd	1	T(1)	12	-3	—	4.5	4	

Shots "T": The weapon is a *thrown weapon*.

PARRY	PARRY	BLOCK	DODGE	OTHER
13*	11*	9*	11*	
Broadsword	DX	DX	None	

Loc.	HP	#
Eyes	2	—
Neck	—	—
Skull	—	—
Face	—	—
Torso	—	—
Groin	—	—
Arms	9	—
Hands	6	—
Legs	9	—
Feet	6	—

Bonus DR: 0
Bonus DB: 0
Notes:

* Includes: +1 from 'Combat Reflexes'

FP **0 FP**

12	11	10	9	8	0	-1	-2	-3	-4
7	6	5	4	3	-5	-6	-7	-8	-9
2	1	-10	-11						

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	4-6	7-8
1d-3	1d-2	1d-1	1d

TECHNIQUES			
Name	Level	Relative	Pts
Disarming (Judo) (p. MA70, B230)	15	def+2	[3]
Dual-Weapon Attack (Broadsword) (p. MA83, B230)	18	def+4	[5]

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP																									
16	15	14	13	12	11	0	-1	-2	-3	-4	16	17	18	19	20	32	33	34	35	36	48	49	50	51	52	64	65	66	67	68
11	10	9	8	7	-5	-6	-7	-8	-9	21	22	23	24	25	37	38	39	40	41	53	54	55	56	57	69	70	71	72	73	
6	5	4	3	2	-10	-11	-12	-13	-14	26	27	28	29	30	42	43	44	45	46	58	59	60	61	62	74	75	76	77	78	
1					-15					31					47					63					79					

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/TL9 {p. B288} Per Unit - Cost: 500, Weight: 6 lb Contents - Cost: 1940, Weight: 57.25 lb Description: TL:9 Notes: Holds 100 lbs. of gear, made from ultra light materials.	2440	63.25 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 indicates 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
1	H&K USP III, 7.5mmCLP (Magazine, 30 rounds)	70	8 oz
1	VerzPi (Pistol Holster) {p. B289} Per Unit - Cost: 350, Weight: 3.2 oz Contents - Cost: 70, Weight: 8 oz 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.	420	11.2 oz
1	H&K USP III, 7.5mmCLP (Magazine, 30 rounds)	70	8 oz
Totals:		2440	63.25 lb
Qty	Bases	Cost	Weight
1	Base Contents - Cost: 450, Weight: 37.2 lb	450	37.2 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
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
Totals:		450	37.2 lb
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 50890, Weight: 43.8 lb	50890	43.8 lb
1	Armor Contents - Cost: 9030, Weight: 23.4 lb	9030	23.4 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	Leather Gloves {p. B284} Description: TL:1 LC:- DR:2* Locations: hands Location: hands	30	-
1	Xon Mk1 Trousers (Signature Gear, +0) {p. UT172} Description: TL:9 LC:3 DR:12/4* Notes: Split DR: use the first, higher DR against piercing or cutting attacks; use the second, lower DR against all other damage types. Location: groin, legs	4000	4 lb

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Armor	9030	23.4 lb
1	Xon Mk1 Vest (Signature Gear, +0) {p. UT172} Description: TL:9 LC:3 DR:12/4* Notes: Split DR: use the first, higher DR against piercing or cutting attacks; use the second, lower DR against all other damage types. Location: torso	3000	6 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	Vaultec Load Bearing Gear {p. B289} Per Unit - Cost: 750, Weight: 2 lb Contents - Cost: 11110, Weight: 18.1 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.	11860	20.1 lb
1	Mini Vaultite .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
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	Throwing Axe (Wilhelmine) (Signature Gear, +0; Weapon Bond, +0; Pick, +50; Fine Quality, *1) {p. LT65} Description: TL:0 LC:4, [Dam:sw+2 cut Reach:1 Parry:0U ST:11 Skill:Axe/Mace, DX-5, Flail-4, Two-Handed Axe/Mace-3 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78).], [Dam:sw+3 cut Reach:1 Parry:0U ST:10 Skill:Two-Handed Axe/Mace, DX-5, Axe/Mace-3, Polearm-4, Two-Handed Flail-4 Notes: [1] Can be thrown. See Muscle-Powered Ranged Weapon Table (pp. LT75-78).], [Dam:sw+2 cut ACC:2 Range:ST*1/ST*1.5 ROF:1 Shots:T(1) ST:11 Bulk:-3 Rcl:- Skill:Thrown Weapon (Axe/Mace), DX-4] Notes: [1][1][2]	110	4.5 lb
1	H&K USP III, 7.5mmCLP (Automatic Pistol) 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 standard sidearm of various western law enforcement forces before the war.	1350	2 lb
2	Katana (Adolf & Wilhelm) (Signature Gear, +0; Weapon Master Damage Bonus, +0; Weapon Bond, +0; Superfine, *6) {p. LT66} Per Unit - Cost: 3900, Weight: 5 lb Description: TL:3 LC:4, [Dam:sw+1 cut Reach:1, 2 Parry:0 ST:11 Skill:Broadsword, DX-5, Force Sword-4, Rapier-4, Saber-4, Shortsword-2, Two-Handed Sword-4], [Dam:thr+1 imp Reach:1 Parry:0 ST:11 Skill:Broadsword, DX-5, Force Sword-4, Rapier-4, Saber-4, Shortsword-2, Two-Handed Sword-4], [Dam:sw+2 cut Reach:1, 2 Parry:0 ST:10 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4], [Dam:thr+1 imp Reach:1 Parry:0 ST:10 Skill:Two-Handed Sword, DX-5, Broadsword-4, Force Sword-4]	7800	10 lb
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	Rolux 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:		50890	43.8 lb

DESCRIPTION

Profil

Name: Kurt Bären

Spitzname: Hammer

Alter: 24

Grösse: 1.92 m

Gewicht: 220 lbs

Statur: Ein Schrank von einem Mann

Haare: Blond

Augenfarbe: Blau

Vorlieben: Nahkampf

Abneigungen: Faule Säcke

Funktion: Tank

Beruf: Abwart

Spezialitäten: Hat einen eigenen Kampfstil entwickelt welchen er 'Furor Teutonicus' nennt. Kann unter anderem unrealistische Sprünge machen.
[edit] Hintergrund

Kurt Bären, Hammerhead für seine Freunde, stammt wie Rudolph aus einer alten, ursprünglich preussischen Familie. Kurt ist sehr stolz auf seine Ahnen, seit dem 17 Jahrhundert kann man seine Linie in Geschichtsbüchern verfolgen; die Bärens gelten als tapfere und unerschrockene Kämpfer.

Auch die Bärens haben in der Vault sehr zurück gezogen gelebt. Weil man unter seinesgleichen blieb, konnte Kurt nur Freundschaft mit Randolph schliessen, ausserschulischer Kontakt zu den anderen Mitschülern wurden von den Erziehungsberechtigten unterbunden. Was schade war, Kurt war in mancher Beziehung etwas früh-reif und die beiden hübschesten Mädchen in der Klasse, Gina und Texas, hätten ihn doch sehr interessiert.

Kurts Vater, Gregor (Chemiker) und seine Mutter, Hermine (Ärztin, untersuchte in Ihrer Freizeit die vielen Toten Mütter in der Gynakologie) kamen beide bei einer Explosion im Chemielabor ums Leben, Kurt war damals 8 jährig. Seine strenge Grossmutter Brunhilde übernahm nach diesem Schicksalsschlag seine Erziehung. Der Verlust seiner Eltern hat tiefe Furchen in seiner Psyche hinterlassen, in der Schule hat er oft angegeben indem er sich selbst gefährlich-dumme Mutproben auferlegte und sich so etliche Knochenbrüche zuzog. Seine Grossmutter goutierte dieses Verhalten überhaupt nicht und untersagte ihm eine militärische Laufbahn einzuschlagen, bis er seine Flausen überwunden hatte. Weil er schlecht war in der Schule, wurde er schliesslich dem Hausdienst zugeordnet wo er als Abwart arbeitete.

Glücklicherweise durfte Rudi, Kurts einziger Freund, aber in den Sicherheitskräften der Vault dienen. Er schleuste Kurt ab

und an in den VR Trainingsraum wo dieser seine Nahkampf-Techniken verfeinern konnte.

Despite these bad experiences, he is a fanatical lover of the Vault and will not take any shit about Vaults. Because he was denied a military career, he often shows off, taking stupid, unnecessary risks to proof himself.

Randys best friend in the vault is his sparring partner Rudy.

His interests almost exclusively circle around melee skills and the corresponding weapons. When Rudy found that secret file about future weapons, Randy nearly wept when he read about vibro blades and monomolecular weapons. It is his goal to aquire such a weapon, as well as advanced combat armor.

Grossmutter hat sich drei Waffen vom Mund abgespart und sie in der Vault herstellen lassen um sie eines Tages ihrem Enkel zu übergeben. Nachdem Overseer Whitman alle Expeditionsmitglieder publik gemacht hatte wusste Grossmutter Brunhilde, dass Kurts Zeit gekommen war. In einer kleinen Zeremonie übergab sie Kurt die Waffen.
[edit] 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

Rudy 'Lynx' Roberts Bester und einziger Freund, half ihm beim Training

Astro Mendoz Bekannter aus der Schule