



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

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

Spent: 259
 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

Vision 10	Fright Check 12*	High Jump 2.67 ft
Hearing 10	Consciousness 12	Money 7160†
Touch 10	Death Check 12	
Taste/Smell 10	Broad Jump 3.67 yd	

* Includes: +2 from 'Combat Reflexes'
 † Includes: +7800 from 'Katana (Adolf & Wilhelm)'

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 † Double with a running start
 ‡ Takes 4 seconds to complete § Lose 1 FP/sec while over X-Hvy enc.

REACTION MODIFIERS

Appearance: +0
Status: +0
Other: +0*

* Conditional: +1 from 'Furor Teutonicus' when +1 from Martial Artists, +1 from 'Honesty' when honesty becomes known, +3 from 'Honesty' when a question of honor or trust is involved, -2 from 'On the Edge' when people witness behavior, +2 from 'On the Edge' when witnessed by people who value bravery over self-preservation, +1 from 'Reputation (Arroyo: Saviours of Zora)', +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

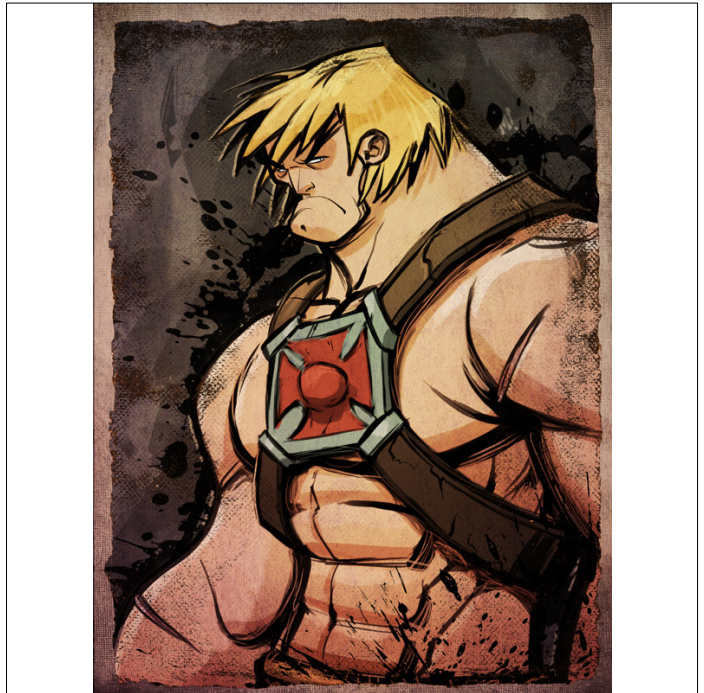
TEMPLATES AND META-TRAITS

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
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
Reputation +1 (Arroyo: Saviours of Zora; _Free, *0; All the time, *1; Small class, *1/3) {p. B27}	0
Signature Gear 1 (Omas Blades and Armor) {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

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, Selbstverleugnung ("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

DX based	Level	Relative	Pts
Acrobatics {p. B174}	13	DX-1	2
Axe/Mace {p. B208}	13	DX-1	1
Parry: 10			
Broadsword {p. B208}	18*	DX+4	16
Parry: 13			
Climbing {p. B183}	13	DX-1	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

SKILLS (continued)			
DX based	Level	Relative	Pts
Fast-Draw (Throwing Axe) {p. B194}	15 †	DX+1	[1]
Guns/TL9 (Pistol) {p. B198}	14	DX+0	[1]
Immovable Stance {p. B201}	13 ‡	DX-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			
Knife {p. B208}	14	DX+0	[1]
Parry: 10			
NBC Suit/TL9 {p. B192}	13	DX-1	[1]
Stealth {p. B222}	14	DX+0	[2]
Thrown Weapon (Axe/Mace) {p. B226}	16	DX+2	[4]
HT based	Level	Relative	Pts
Kiai {p. B203}	12 ‡	HT+0	[2]
IQ based	Level	Relative	Pts
Area Knowledge (Free Nevada) {p. B176}	10	IQ+0	[1]
Armoury/TL9 (Melee Weapons) {p. B178}	9	IQ-1	[1]
Breaking Blow {p. B182}	9 ‡	IQ-1	[1]
Usenotes: 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.			
Computer Operation/TL9 {p. B184}	10	IQ+0	[1]
First Aid/TL9 (Human) {p. B195}	10	IQ+0	[1]
Flying Leap {p. B196}	11 ‡	IQ+1	[4]
Usenotes: 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.			
History (The Old World) {p. B200}	8	IQ-2	[1]
Housekeeping {p. B200}	10	IQ+0	[1]
Savoir-Faire (Vault) {p. B218}	10	IQ+0	[1]
Soldier/TL9 {p. B221}	9	IQ-1	[1]
Per based	Level	Relative	Pts
Blind Fighting {p. B180}	8 ‡	Per-2	[1]
Scrounging {p. B218}	10	Per+0	[1]
Will based	Level	Relative	Pts
Intimidation {p. B202}	9 §	Will-1	[1]
Power Blow {p. B215}	9 ‡	Will-1	[1]
Usenotes: 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.			
* Conditional: +1 from 'Weapon Bond (Adolf)', +1 from 'Weapon Bond (Wilhelm)'			
† Includes: +1 from 'Combat Reflexes'			
‡ Includes: +1 from 'Furor Teutonicus'			
§ Conditional: -1 from 'Reputation (Arroyo: Saviours of Zora)' when your reputation works against you			

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	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	LC	Notes
KABAR Survivor, Tactical Knife (Superfine): swing	14	11	2d(2) cut	C,1	5	4	
KABAR Survivor, Tactical Knife (Superfine): thrust	14	11	1d+2(2) imp	C	5	4	
Katana (Adolf & Wilhelm): 1H Swing	19	13	2d+9(2) cut	1, 2	11	4	
Katana (Adolf & Wilhelm): 1H Thrust	19	13	1d+6(2) imp	1	11	4	
Katana (Adolf & Wilhelm): 2H Swing	15	11	2d+8(2) cut	1, 2	10†	4	
Katana (Adolf & Wilhelm): 2H Thrust	15	11	1d+5(2) imp	1	10†	4	
Throwing Axe: 1H	13	10U	2d+5 cut	1	12	4	[1]
Throwing Axe: 2H	10	9U	2d+6 cut	1	11	4	[1]
Throwing Axe: Pick	13	10U	2d+4 imp	1	12	4	[2]

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	LC	Notes
H&K UCPs III, 10mmCLP	14	3d pi+	2	180 yd / 1.14 mi	3	20+1(3)	10	-2	3	3	
KABAR Survivor, Tactical Knife (Superfine): thrown	10	1d+2(2) imp	—	8 yd / 16 yd	1	T(1)	5	-1	—	4	
Throwing Axe: Thrown	16	2d+5 cut	2	16 yd / 24 yd	1	T(1)	12	-3	—	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:

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

HUMANOID HIT LOCATION TABLE					
Roll	Location	Mod.	Roll	Location	Mod.
3-4	Skull	-7(f)/-5(b)	—	Vitals†	-3
5	Face	-5(f)/-7(b)	—	Eye‡	-9
6-7	Right Leg	-2	—	Ear	-7
8	Right Arm	-2	—	Nose	-7
9-10	Chest*	—	—	Jaw	-6
11	Abdomen*	-1	—	Spine§	-8
12	Left Arm	-2	—	Limb Vein/Artery¶	-5
13-14	Left Leg	-2	—	Neck Vein/Artery¶	-8
15	Hand	-4	—	Arm/Leg Joint**	-5
16	Foot	-4	—	Hand/Foot Joint**	-7
17-18	Neck	-5	—	Groin	-3

* If striking with crushing, impaling, or piercing attacks, roll 1d: 1 is a vitals hit instead
 † Only targetable by crushing, impaling, piercing, and tight-beam burning attacks
 ‡ Only targetable by impaling, piercing, and tight-beam burning attacks
 § Only targetable by crushing, cutting, impaling, piercing, and tight-beam burning attacks
 ¶ Only targetable by cutting, impaling, piercing, and tight-beam burning attacks
 ** Only targetable by crushing, cutting, piercing, and tight-beam burning attacks

See also: *Hit Location*, p. B398, *Human and Humanoid Hit Location Table*, p. B552, *New Hit Locations*, p. MA137, and *Hit Locations*, p. LT100.

HUMANOID ARMOR GAPS TABLE					
Gap	Location	Mod.	Gap	Location	Mod.
Armpit*	Vitals	-8	Inside Elbow	Arm Joint	-8
Back of Knee	Leg Joint	-8	Neck	Neck	-8
Eyes	Eyes	-10	Open Palm	Hand	-6(u)/-8(a)
Groin	Groin	-3			

* Only targetable by impaling attacks; critical hit cripples arm

See also: *Harsh Realism – Armor Gaps*, p. LT101.

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1	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 6 5 4 3 2 1	-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 1	-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.

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

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]
Whirlwind Attack (Broadsword) {p. MA89, B232}	18	def+5	[6]

LOAD-OUTS			
Qty	Backpack	Cost	Weight
1	Mammut Backpack, Frame {p. wiki} Per Unit - Cost: 500, Weight: 4 lb Contents - Cost: 11000, Weight: 79.42 lb Description: TL:9 LC:4 A framed backpack that holds 100 lbs. of gear, made from ultra light materials.	11500	83.42 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 Usernotes: 88 left	180	2.5 lb
23	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	230	4.6 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
1	VersaHold, Pistol Holster {p. wiki} Per Unit - Cost: 350, Weight: 9.6 oz Contents - Cost: 1840, Weight: 3.3 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.	2190	3.9 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	H&K UCPs III, 10mmCLP {p. wiki} 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:0.4 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
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	Fujitsu XR9 Godzilla, Heavy Clamshell {p. UT172} Description: TL:9 LC:2 DR:54 Location: torso	7200	30 lb
Totals:		11500	83.42 lb

LOAD-OUTS (continued)			
Qty	Base: Carlin	Cost	Weight
1	Base: Carlin Contents - Cost: 880, Weight: 45.45 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.	880	45.45 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
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
Totals:		880	45.45 lb
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 18260, Weight: 24.4 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.	18260	24.4 lb
1	Armor Contents - Cost: 2600, Weight: 7 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.	2600	7 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	VaulTec NBC Suit/TL9 (full suit, skull) Description: TL:9 LC:2 DR:2 Notes: A simple sealed suit, with a fireproof and chemicalretardant coating but no other features. Cargo handlers, hazmat teams, hangar-bay crews, and some industrial workers often wear them, usually in white or a bright color such as orange or yellow. A rip in the suit causes the smart fabric to change color at the rip. It is sealed with the addition of the VaulTec NBC Mask. Notes: [notes] Location: full suit, skull	400	3 lb
1	VaulTec NBC Mask (Eyes,Face) Description: This mask can filter out all inhaled agents. It is only effective against nerve gas or other contact agents if combined with a Sealed outfit. The filter medium must be replaced periodically; cost varies from a \$100 cartridge (One filter provides up to 4 hours of usage.to filter heavy dust or pollen) to replacing the whole mask (in a chemicalwarfare environment). It takes two seconds to put on and one to take off. Notes: [notes] Location: eyes, face	400	1 lb
1	VaulTec Load Bearing Gear {p. wiki} Per Unit - Cost: 750, Weight: 1 lb Contents - Cost: 2110, Weight: 6.1 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.	2860	7.1 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
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

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

NOTES

To Do:

Assault Vest verkaufen, Texas fragen?