Blut und Schätze vs Forgotten Realms GURPS Dungeon Fantasy Name: Eric 'Duke' Williams Race: Human

Player: Reto Mägli

Spent: 255

Ht: 1.72m Wt: 130 lbs Age: 21 Unspent: 0 Appearance: You're called "stalker," and "tracker," and you've filled these two roles in the past. Such labels don't do justice to your expertise, however. By taking stealth into the great outdoors and mixing it with mobility, you've become a master of guerrilla warfare and pathfinding.

(CHAR	ACTE	ER SI	HEET				and mixi	ng it with mo
ST	11	[10]	ΗP	11	[0]	Basic Speed 7	[0]
DX	15	[100]	Will	13	[0]	Basic 7 Move 7	[0]
IQ	13	[<mark>60</mark>]	Per	14	[5]	BL 24 lk) (ST×ST)/5
нт	13*	[30]	FP	13	[0]	Thr 1d-1	^{Sw} 1d+1
TL	9					[0]	SM +0	

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

Vision	14	Fright Check 15*	High Jump	2.92 ft
Hearing	14	Consciousness 14 [†]	Money	190
Touch	14	Death Check 14 [†]		
Taste/Smell	14	Broad Jump 4 yd		
* Includes: +2 from '	Combat Re	eflexes' † Includes: +1	from 'Fit'	

	ENCL	JMBRAN	CE TABLE		
Name	« None »	Light	Med	Hvy	X-Hvy
Lifting	×1	×2	×3	×6	×10
Basic	24 lb	48 lb	72 lb	144 lb	240 lb
Movement	×1	×0.8	×0.6	×0.4	×0.2
Ground	7 yd -	5 yd	4 yd	2 yd	1 yd
Water	1 yd	1 yd	1 yd	1 yd	1 yd
		-1	-2	-3	-4
Dodge	11	10	9	8	7

		LIFTING F	EATS		
	1-Hand	2-Hand	Shove /	Carry on	Shift
Name	Lift*	Lift [†]	Over [‡]	Back§	Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb
* Takes 2 second † Takes 4 second		; ‡ \$	Double with a Lose 1 FP/sec	running start while over X-Hv	vy enc.
	REA	CTION MO	DIFIERS		

Appearance: +0

Status: +0

Other: +0 * Conditional: +2 from 'Vanguard' when recognized by a fellow scout, +2 from 'Sense of Duty (Team)' when in dangerous situations if Sense of Duty is known, -1 from 'Callous' when past victim, or has Empathy, -1 from 'Odious Personal Habit ("Unwashed bushwacker")' when people notice your problem, +2 from 'Overconfidence' when young or naive individuals, -2 from 'Overconfidence' when experienced NPCs, -2 from 'No Sense of Unwasted Humor

CULTURA	L FAMILIARITI	ES	
Name			Pts
Pre-War Western (Native) {p.	B23}		[0]
LA	NGUAGES		
Name	Spoken	Written	Pts
English (Native) {p. B24}	Native	Native	[0]
TEMPLATES	AND META-TF	RAITS	
Name			Pts
Vault Dweller			[0]
Description: You have grown up in a secutive savagery of the wastes.	ire underground vault,	shielding you from	
AD	ANTAGES		

Name	Pts
Absolute Direction {p. B34}	[5]
Combat Reflexes {p. B43}	[15]
Fit {p. B55}	[5]
High Pain Threshold {p. B59}	[10]
Roll to ignore pain: 16 (Will+3)	
Luck {p. B66, P59}	[15]
Vanguard 2 {p. B89}	[10]
Description: This Talent gives a bonus to Camouflage, Hiking, Navigation (Land),	
Stealth, Tracking, Survival	

DISADVANTAGES	
Name	Pts
Bloodlust (9 or less, *1.5) {p. B125}	-15
Callous {p. B125}	[-5]
No Sense of Humor {p. B146}	-10
Odious Personal Habit -1 ("Unwashed bushwacker") {p. B22}	-5
Overconfidence (6 or less, *2) {p. B148}	-10
Sense of Duty (Team; Small Group) {p. B153}	-5

QUIRKS	
Name	Pts
_Unused Quirk 4 {p. B163}	[-1]
_Unused Quirk 5 {p. B163}	[-1]
Always warpaints himself out of town {p. B163}	[-1]
Bunker4Life	[-1]
Description: You've grown up in a bunker, have never seen the light of day and act accordingly.	
Likes self-distilled spirits {p. B163}	[-1]

SKILLS			
DX based	Level	Relative	Pts
Acrobatics {p. B174}	13	DX-2	[1]
Brawling {p. B182}	15	DX+0	[1]
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 Climbing {p. B183}	14	DX-1	[1]
Crossbow {p. B186}	15	DX+0	
Driving/TL9 (Automobile) {p. B188}	14	DX-1	
Driving/TL9 (Motorcycle) {p. B188}	14	DX-1	
Fast-Draw/TL9 (Ammo) {p. B194}	16*	DX+1	
Fast-Draw (Pistol) {p. B194}	16*	DX+1	
dGuns/TL9 (Pistol) {p. B198}	16	DX+1	
Guns/TL9 (Rifle) {p. B198}	17	DX+1 DX+2	
Jumping {p. B203}	15	DX+2 DX+0	
	15	DX+0 DX+0	
Knife {p. B208} Parry: 10	15	DX+0	1 1
NBC Suit/TL9 {p. B192}	14	DX-1	[1]
Riding (Equines) {p. B217}	14	DX-1	
Stealth {p. B222}	16†	DX+1	
Throwing {p. B226}	14	DX-1	
Wrestling {p. B228}	14	DX-1	
		BAL	r . 1
Parry: 11			
HT based	Level	Relative	Pts
HT based	Level	Relative HT+1	Pts
HT based Hiking {p. B200} Running {p. B218}	14† 12	HT+1 HT-1	[1]
HT based Hiking {p. B200} Running {p. B218} IQ based	14† 12 Level	HT+1 HT-1 Relative	[1] [1] Pts
HT based Hiking {p. B200} Running {p. B218} IQ based Animal Handling (Equines) {p. B175}	14† 12 Level 12	HT+1 HT-1 Relative	[1] [1] Pts [1]
HT based Hiking {p. B200} Running {p. B218} IQ based Animal Handling (Equines) {p. B175} Area Knowledge (Nevada) {p. B176}	14† 12 Level	HT+1 HT-1 Relative IQ-1 IQ+0	[1] [1] Pts
HT based Hiking {p. B200} Running {p. B218} IQ based Animal Handling (Equines) {p. B175} Area Knowledge (Nevada) {p. B176} Camouflage {p. B183}	14† 12 Level 12 13	HT+1 HT-1 Relative IQ-1 IQ+0 IQ+2	[1] [1] Pts [1] [1]
HT based Hiking {p. B200} Running {p. B218} IQ based Animal Handling (Equines) {p. B175} Area Knowledge (Nevada) {p. B176} Camouflage {p. B183} Cartography/TL9 {p. B183}	14† 12 Level 12 13 15†	HT+1 HT-1 Relative IQ-1 IQ+0 IQ+2 IQ-1	[1] [1] Pts [1] [1] [1]
HT based Hiking {p. B200} Running {p. B218} IQ based Animal Handling (Equines) {p. B175} Area Knowledge (Nevada) {p. B176} Camouflage {p. B183} Cartography/TL9 {p. B183} Computer Operation/TL9 {p. B184}	14† 12 12 12 13 15† 12 13	HT+1 HT-1 Relative IQ-1 IQ+0 IQ+2 IQ-1 IQ-1 IQ+0	[1] [1] Pts [1] [1] [1] [1] [1]
HT based Hiking {p. B200} Running {p. B218} IQ based Animal Handling (Equines) {p. B175} Area Knowledge (Nevada) {p. B176} Camouflage {p. B183} Cartography/TL9 {p. B183} Computer Operation/TL9 {p. B184} Fast-Talk {p. B195}	14† 12 12 13 15† 12 13 13 12	HT+1 HT-1 Relative IQ-1 IQ+0 IQ+2 IQ-1 IQ+0 IQ-1	[1] [1] Pts [1] [1] [1] [1] [1] [1]
HT based Hiking {p. B200} Running {p. B218} IQ based Animal Handling (Equines) {p. B175} Area Knowledge (Nevada) {p. B176} Camouflage {p. B183} Cartography/TL9 {p. B183} Computer Operation/TL9 {p. B184} Fast-Talk {p. B195} First Aid/TL9 (Human) {p. B195}	14† 12 12 13 15† 12 13 15† 12 13 12 13	HT+1 HT-1 Relative IQ-1 IQ+0 IQ+2 IQ-1 IQ+0 IQ-1 IQ+0	[1] Pts [1] [1] [1] [1] [1] [1] [1] [1] [1]
HT based Hiking {p. B200} Running {p. B218} IQ based Animal Handling (Equines) {p. B175} Area Knowledge (Nevada) {p. B176} Camouflage {p. B183} Cartography/TL9 {p. B183} Computer Operation/TL9 {p. B184} Fast-Talk {p. B195} First Aid/TL9 (Human) {p. B195} History (The Old World) {p. B200}	14† 12 12 13 15† 12 13 13 12	HT+1 HT-1 Relative IQ-1 IQ+0 IQ+2 IQ-1 IQ+0 IQ-1 IQ+0 IQ-2	[1] Pts [1] [1] [1] [1] [1] [1] [1] [1] [1] [1]
HT based Hiking {p. B200} Running {p. B218} IQ based Animal Handling (Equines) {p. B175} Area Knowledge (Nevada) {p. B176} Camouflage {p. B183} Cartography/TL9 {p. B183} Computer Operation/TL9 {p. B184} Fast-Talk {p. B195} First Aid/TL9 (Human) {p. B195} History (The Old World) {p. B200} Navigation/TL9 (Land) {p. B211}	14 [†] 12 12 13 15 [†] 12 13 12 13 12 13 11 17 [‡]	HT+1 HT-1 Relative IQ-1 IQ+0 IQ+2 IQ-1 IQ+0 IQ-1 IQ+0 IQ-2 IQ+4	[1] Pts [1] [1]
HT based Hiking {p. B200} Running {p. B218} IQ based Animal Handling (Equines) {p. B175} Area Knowledge (Nevada) {p. B176} Camouflage {p. B183} Cartography/TL9 {p. B183} Computer Operation/TL9 {p. B184} Fast-Talk {p. B195} First Aid/TL9 (Human) {p. B195} History (The Old World) {p. B200} Navigation/TL9 (Land) {p. B211} Savoir-Faire (Vault) {p. B218}	14† 12 12 13 15† 12 13 12 13 12 13 11 17‡ 13	HT+1 HT-1 Relative IQ-1 IQ+0 IQ+2 IQ-1 IQ+0 IQ-1 IQ+0 IQ-2 IQ+4 IQ+0	[1] Pts [1] [1] [1] [1] [1] [1] [1] [1] [1] [1]
HT based Hiking {p. B200} Running {p. B218} IQ based Animal Handling (Equines) {p. B175} Area Knowledge (Nevada) {p. B176} Camouflage {p. B183} Cartography/TL9 {p. B183} Computer Operation/TL9 {p. B184} Fast-Talk {p. B195} First Aid/TL9 (Human) {p. B195} History (The Old World) {p. B200} Navigation/TL9 (Land) {p. B211} Savoir-Faire (Vault) {p. B218} Soldier/TL9 {p. B221}	14† 12 12 13 15† 12 13 12 13 12 13 11 17‡ 13 12	HT+1 HT-1 Relative IQ-1 IQ+0 IQ+2 IQ-1 IQ+0 IQ-1 IQ+0 IQ-2 IQ+4 IQ+0 IQ-1	[1] Pts [[1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1]
HT based Hiking {p. B200} Running {p. B218} IQ based Animal Handling (Equines) {p. B175} Area Knowledge (Nevada) {p. B176} Camouflage {p. B183} Cartography/TL9 {p. B183} Computer Operation/TL9 {p. B184} Fast-Talk {p. B195} First Aid/TL9 (Human) {p. B195} History (The Old World) {p. B200} Navigation/TL9 (Land) {p. B211} Savoir-Faire (Vault) {p. B218} Soldier/TL9 {p. B221} Traps/TL9 {p. B226}	14 [†] 12 12 13 15 [†] 12 13 12 13 12 13 11 17 [‡] 13 12 12 12	HT+1 HT-1 Relative IQ-1 IQ+0 IQ+2 IQ-1 IQ+0 IQ-1 IQ+0 IQ-2 IQ+4 IQ+0 IQ-1 IQ-1 IQ-1	[1] Pts [[1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1]
HT based Hiking {p. B200} Running {p. B218} IQ based Animal Handling (Equines) {p. B175} Area Knowledge (Nevada) {p. B176} Camouflage {p. B183} Cartography/TL9 {p. B183} Computer Operation/TL9 {p. B184} Fast-Talk {p. B195} First Aid/TL9 (Human) {p. B195} History (The Old World) {p. B200} Navigation/TL9 (Land) {p. B211} Savoir-Faire (Vault) {p. B218} Soldier/TL9 {p. B221} Traps/TL9 {p. B226} Per based	14 [†] 12 12 13 15 [†] 12 13 12 13 12 13 11 17 [‡] 13 12 12 12 12 Level	HT+1 HT-1 Relative IQ-1 IQ+0 IQ+2 IQ-1 IQ+0 IQ-1 IQ+0 IQ-2 IQ+4 IQ+0 IQ-1 IQ-1 Relative	[1] Pts [[1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1]
HT based Hiking {p. B200} Running {p. B218} IQ based Animal Handling (Equines) {p. B175} Area Knowledge (Nevada) {p. B176} Camouflage {p. B183} Cartography/TL9 {p. B183} Computer Operation/TL9 {p. B184} Fast-Talk {p. B195} First Aid/TL9 (Human) {p. B195} History (The Old World) {p. B200} Navigation/TL9 (Land) {p. B211} Savoir-Faire (Vault) {p. B218} Soldier/TL9 {p. B221} Traps/TL9 {p. B226} Per based Observation {p. B211}	14† 12 12 13 15† 12 13 12 13 11 17‡ 13 12 13 12 13 12 13 12 13 12 13 12 13 12 13 12 13 12 13 15	HT+1 HT-1 Relative IQ-1 IQ+0 IQ+2 IQ-1 IQ+0 IQ-1 IQ+0 IQ-2 IQ+4 IQ+0 IQ-1 IQ-1 Relative Per+1	[1] Pts [[1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1]
HT based Hiking {p. B200} Running {p. B218} IQ based Animal Handling (Equines) {p. B175} Area Knowledge (Nevada) {p. B176} Camouflage {p. B183} Cartography/TL9 {p. B183} Computer Operation/TL9 {p. B184} Fast-Talk {p. B195} First Aid/TL9 (Human) {p. B195} History (The Old World) {p. B200} Navigation/TL9 (Land) {p. B211} Savoir-Faire (Vault) {p. B218} Soldier/TL9 {p. B221} Traps/TL9 {p. B226} Per based Observation {p. B211} Scrounging {p. B218}	14† 12 12 13 15† 12 13 12 13 11 17‡ 13 12 13 12 13 12 13 12 13 12 13 12 13 12 13 12 13 14	HT+1 HT-1 Relative IQ-1 IQ+0 IQ+2 IQ-1 IQ+0 IQ-1 IQ+0 IQ-2 IQ+4 IQ+0 IQ-1 IQ-1 Relative Per+1 Per+0	[1] Pts [[1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1]
HT based Hiking {p. B200} Running {p. B218} IQ based Animal Handling (Equines) {p. B175} Area Knowledge (Nevada) {p. B176} Camouflage {p. B183} Cartography/TL9 {p. B183} Computer Operation/TL9 {p. B184} Fast-Talk {p. B195} First Aid/TL9 (Human) {p. B195} History (The Old World) {p. B200} Navigation/TL9 (Land) {p. B211} Savoir-Faire (Vault) {p. B218} Soldier/TL9 {p. B221} Traps/TL9 {p. B226} Per based Observation {p. B211} Scrounging {p. B218} Search {p. B219}	14† 12 12 13 15† 12 13 12 13 12 13 11 17‡ 13 12 12 12 12 12 12 12 12 12 12 12 12 12	HT+1 HT-1 Relative IQ-1 IQ+0 IQ+2 IQ-1 IQ+0 IQ-1 IQ+0 IQ-2 IQ+4 IQ+0 IQ-1 IQ-1 Relative Per+1 Per+0 Per-1	[1] Pts [[1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1]
HT based Hiking {p. B200} Running {p. B218} IQ based Animal Handling (Equines) {p. B175} Area Knowledge (Nevada) {p. B176} Camouflage {p. B183} Cartography/TL9 {p. B183} Computer Operation/TL9 {p. B184} Fast-Talk {p. B195} First Aid/TL9 (Human) {p. B195} History (The Old World) {p. B200} Navigation/TL9 (Land) {p. B211} Savoir-Faire (Vault) {p. B218} Soldier/TL9 {p. B221} Traps/TL9 {p. B226} Per based Observation {p. B211} Scrounging {p. B218} Search {p. B219} Survival (Desert) {p. B223}	14† 12 12 13 15† 12 13 12 13 12 13 11 17‡ 13 12 12 12 12 12 12 12 12 15 14 13 15†	HT+1 HT-1 Relative IQ-1 IQ+0 IQ+2 IQ-1 IQ+0 IQ-1 IQ+0 IQ-2 IQ+4 IQ+0 IQ-1 IQ-1 IQ-1 Relative Per+1 Per+0 Per-1 Per+1	[1] Pts [[1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1]
HT based Hiking {p. B200} Running {p. B218} IQ based Animal Handling (Equines) {p. B175} Area Knowledge (Nevada) {p. B176} Camouflage {p. B183} Cartography/TL9 {p. B183} Computer Operation/TL9 {p. B184} Fast-Talk {p. B195} First Aid/TL9 (Human) {p. B195} History (The Old World) {p. B200} Navigation/TL9 (Land) {p. B211} Savoir-Faire (Vault) {p. B218} Soldier/TL9 {p. B221} Traps/TL9 {p. B226} Per based Observation {p. B211} Scounging {p. B218} Search {p. B219} Survival (Desert) {p. B223} Tracking {p. B226}	14† 12 12 13 15† 12 13 12 13 12 13 11 17‡ 13 12 12 12 12 12 12 12 15 14 15 14 15†	HT+1 HT-1 Relative IQ-1 IQ+0 IQ+2 IQ-1 IQ+0 IQ-1 IQ+0 IQ-2 IQ+4 IQ+0 IQ-1 IQ-1 Relative Per+1 Per+0 Per-1	[1] Pts [[1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1] [1]

		M	IELEE A	TTACKS								
Non-Equipment based			Skill	Parry	Dar	nage	Reac	h	ST	LC	2	Notes
Brawling: Punch			15	11	1d-2 cr	-	C		-	_		
Brawling: Bite			15	_	1d-2 cr		C		_			
Brawling: Kick			13	_	1d-1 cr		C,1					
Equipment based			Skill	Parry	Dar	nage	Reac	h	ST	LC	2	Notes
KaBar Defender (Superfine Small Knife): S	Swing		15	10	1d(2) cu	ıt	C,1		5	4		
KaBar Defender (Superfine Small Knife):	hrust		15	10	1d(2) im	p	C		5	4		[1]
		RA		ATTACKS	3							
Name Sk	ill 📃	Damage	Acc	Range		RoF	Shots	ST	Bulk	Rcl	LC	Notes
H&K USP II, 7.5mmCLP (Automatic 1)	6 2d+	2 pi	2	150 yd / 1	1.08 mi	3	30+1(3)	9	-2	2	3	
Pistol)												
KaBar Defender (Superfine Small 1	1 1d(2	2) imp	-	6 yd / 11	yd	1	T(1)	5	-1	-	4	
Knife): Thrown												
Winchster 2033, 7mmCL 1	7 6d+	1 pi	4	750 yd / 2	2.39 mi	3	10+1(3)	9†	-5	2	3	
ST "†": The weapon requires two hands. If you have at le you have at least <i>twice</i> the listed ST, you can wield it one shotgun, it <i>always</i> requires two hands, regardless of ST. Shots "T": The weapon is a <i>thrown weapon</i> .												

PARRY PA	RRY BLOC	CK DO	DGE	OTHER		HUMAI	NOID HIT L	OCATION T	ABLE	
10*	11* 9*		11*		Roll I	_ocation	Mod.		ation	Mod.
_					3-4 \$	Skull	-7(f)/-5(b)			-3
Knife	DX DX	N	None		5 I	ace	-5(f)/-7(b)	– Eye	ŧ	-9
Eyes	Skull	Loc.	HP	#	6–7 I	Right Leg	-2	– Ear		-7
DR: 0	DR: 4	Eyes	2		8	Right Arm	-2	– Nose	Э	-7
DB: 0	DB: 0	Neck	-		9-10 (Chest*	_	– Jaw		-6
Neck DR: 2	Face DR: 0	Skull	_		11 /	Abdomen*	-1	– Spin	e§	-8
DB: 0	DB: 0	Face	_		12 I	_eft Arm	-2	– Limb	Vein/Artery	
		Torso			13–14 l		-2		< Vein/Artery	
Torso DR: 2		Groin				Hand	-4		Leg Joint**	-5
DB: 0	Arms DR: 2	Arms	6			Foot	-4		d/Foot Joint**	-7
	DB: 0	Hands	4		17-18		-5	– Groi		-3
	Hands	Legs	6		-	with crushing, impal				ad
	DR: 0	Feet	4			getable by crushing, i				
						petable by impaling, petable by crushing, of				attaaka
AFO		Bonus DI	-			etable by crushing, o				allacks
	Lange	Bonus D	B: 0			getable by crushing,				
	Groin	Notes:			See also:	Hit Location, p. B398	, Human and Hu	umanoid Hit Locati	<i>ion Table</i> , p. B552	2, New Hit
	DR: 2 DB: 0	Notes.			Locations,	p. MA137, and Hit Lo	<i>ocations</i> , p. LT1	00.		
	00.0					HUMA	NOID ARM	OR GAPS TA	ABLE	
	Legs				Gap	Location	n Mod.	Gap	Location	Mod.
	DR: 2 DB: 0				Armpit*	Vitals	-8	Inside Elbov	w Arm Joint	-8
	Feet				Back of	Knee Leg Join	t -8	Neck	Neck	-8
	DR: 2*				Eyes	Eyes	-10	Open Palm	Hand -	6(u)/-8(a)
and the	DB: 0				Groin	Groin	-3	•		
* Includes: +1 from 'Comb	at Reflexes'				* Only targ	etable by impaling at	ttacks; critical hi	t cripples arm		
	at Holloxoo									
					See also:	Harsh Realism – Arm	<i>ior Gaps</i> , p. LT1	01.		
HP 0 HP	-1×HP	-2×HP	-3×HP	4×HP	See also:					
11109870-1-2-3	3 -4 -11 -12 -13 -14 -15 -2	2 -23 -24 -25 -26 -3	-3×HP	-4×HP		SIZE A	AND SPEEL	D/RANGE TA		leasure
11109870-1-2-3 65432-5-6-7-8	-4 -11 -12 -13 -14 -15 -23 3 -9 -16 -17 -18 -19 -20 -2	2 -23 -24 -25 -26 -3 7 -28 -29 -30 -31 -3	-33 -34 -35 -36 -38 -39 -40 -41		Spd/Rn	SIZE A	AND SPEEI Measure	D/RANGE TA Spd/Rng	Size M	Measure
11109870-1-2-3 65432-5-6-7-8 1	-4 -11 -12 -13 -14 -15 -2 -9 -16 -17 -18 -19 -20 -2 -21 -3	2 -23 -24 -25 -26 -3 7 -28 -29 -30 -31 -3 2 -4	-33 -34 -35 -36 -38 -39 -40 -41 -43	-37 -44 -45 -46 -47 -48 -42 -49 -50 -51 -52 -53 -54	Spd/Rn 0	SIZE A og Size 0	AND SPEEI Measure 2 yd	D/RANGE TA Spd/Rng -8	Size N +8 5	50 yd
11109870-1-2-3 65432-5-6-7-8	3 -4 -11 -12 -13 -14 -15 -2 3 -9 -16 -17 -18 -19 -20 -2 -21	2 -23 -24 -25 -26 -3 7 -28 -29 -30 -31 -3 2 -4 d any effects suf	-33 -34 -35 -36 -38 -39 -40 -41 -43	-37 -44 -45 -46 -47 -48 -42 -49 -50 -51 -52 -53 -54	Spd/Rn 0 -1	SIZE A Ig Size 0 +1	AND SPEEI Measure 2 yd 3 yd	D/RANGE TA Spd/Rng -8 -9	Size M +8 5 +9 7	50 yd 70 yd
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111098701225 654325673 13654325673 141098773 14109873 1544325673 15443255673 16543255673 16543255673 16543255673 16543255673 165455673 174056773 18477355773 1847735773 1847735773 1847735773 1847735773 1847735773 1847735773 1847735773 1847735773 1847735773 1847735773 1847735773 1847735773 1847735773 1847735773 1847735773 1847735773 1847735773 18477357737 1847737737737 1847737737 1847737737737 184773774737 184773774737 184773774737 184774774737 184774774737 184774774737 184774774737 184774774737 184774774737 1847747	1 1 12 13 13 2 2 3 15 17 18 30 2 2 3 15 17 18 30 2 2 2 and Move/2 (round up HT roll at -1/full multiple tably and at the start of raing. 3 3 3 HT roll vs. death immed table death. FP loss effects at suffered from HP 3 4 3 3 3 3 3 4 4 3 4 4 5 5 5 4 5 4 5	A manufacture with a second seco	a a a a a a a a a a a a a a a a a a a	37 44 45 46 47 46 49 50 51 50 55 FP loss. ciousness euver other than litiple of HP below er and any effects /2 (round up); ST ased quantities, acitation before Do Nothing, on a mediate HT roll int of FP loss IP. ses; you can no	Spd/Rn 0 -1 -2 -3 -4 -5 -6 -7 See also: Name Targete	SIZE A og Size 0 +1 +2 +3 +4 +5 +6 +7 Size and Speed/Rang	AND SPEEI Measure 2 yd 3 yd 5 yd 7 yd 10 yd 15 yd 20 yd 30 yd ge Table, p. B55 TECHN Guns	D/RANGE TA Spd/Rng -8 -9 -10 -11 -12 -13 -14 -15 -0. IIQUES Level	Size M +8 5 +9 7 +10 1 +11 1 +12 2 +13 3 +14 5 +15 7 Relative	0 yd 70 yd 00 yd 50 yd 200 yd 300 yd 300 yd 700 yd Pts
111098701225 6543256674 HP loss effects are cumula less than 1/3 HP: Dodge/ 0 HP or less: Make a immedia Do Noth -1×HP or less: Make a 0. -5×HP or less: Immedia FP 0 FP 13121110901225 87654545675	Image: square	A manufacture with a second seco	a a a a a a a a a a a a a a a a a a a	37 44 45 46 47 46 49 50 51 50 55 54 FP loss. ciousness euver other than litiple of HP below er and any effects 7/2 (round up); ST ased quantities, acitation before Do Nothing, on a mediate HT roll int of FP loss IP. ses; you can no P costs are lost	Spd/Rn 0 -1 -2 -3 -4 -5 -6 -7 See also: Name Targete	SIZE A og Size 0 +1 +2 +3 +4 +5 +6 +7 Size and Speed/Rang	AND SPEEI Measure 2 yd 3 yd 5 yd 7 yd 10 yd 15 yd 20 yd 30 yd ge Table, p. B55 TECHN Guns	D/RANGE TA Spd/Rng -8 -9 -10 -11 -12 -13 -14 -15 -0. IIQUES Level	Size M +8 5 +9 7 +10 1 +11 1 +12 2 +13 3 +14 5 +15 7 Relative	0 yd 70 yd 00 yd 50 yd 200 yd 300 yd 300 yd 700 yd Pts

	LOAD-OUTS		
Qty 1	« Combat » Combat	Cost 3664	Weight 23.25 lb
1	Contents - Cost: 3664, Weight: 23.25 lb Armor	1880	11 lb
	Contents - Cost: 1880, Weight: 11 lb		
	Description: In GCA a "Parent" item can have oth "Children." This is essentially an organizational s		
	multiple traits together under the parent item if yo	u wish. To make an	item a
	"child" right click on it and select "Make Child of by default; you may show the child items by right		
	selecting "Show Components." Once displayed th	ne children will be sh	nown in a
	"tree" format under the parent. Any item may be a clicking on it and selecting "Make Parent"; this en		
	is automatically designated a Parent.	·	
1	Boots {p. HT68} Description: TL:5 LC:4 DR:2* Location:feet No	80	3 lb
	clothing. [2] Give +1 to kicking damage (p. B2		as or under
	Location: feet		
1	VaulTec Jumpsuit Description: A TL9 blue, long sleeved jumpsui	1800	8 lb
	and a large 03 in a circle on the back. Armore		
	breathable and can be worn layered without p		
	torso, limbs, neck and skull. Additional, it give cold.	s +1 to tons against	neat and
	Notes: [notes]		
1	Location: limbs, neck, skull, torso, groin VaulTec Load Bearing Gear	984	5.25 lb
	{p. B289}	504	0.2010
	Per Unit - Cost: 250, Weight: 2 lb		
	Contents - Cost: 734, Weight: 3.25 lb Description: Notes: TL:9, belt and suspenders wit	h nouches and ring	s for gear
	Enough space for 20 lbs of gear which can be ac		o ioi geal.
1	KaBar Defender (Superfine Small		8 oz
	Knife) (Superfine, *6) {p. B272,		
	B276}	. 1 imm 1 0	
	Description: TL:0 LC:4, [Mode: thrown Dam:th Range:ST*0.5/ST*1 RoF:1 Shots:T(1) ST:5 Bu		Dam:sw-3
	cut Reach:C,1 Parry:-1 ST:5 Skill:Knife], [Mod	e:thrust Dam:thr-1 in	mp Reach:C
	Parry:-1 ST:5 Skill:Knife Notes: [1] Can be the Ranged Weapon Table (p. 275)]	own. See Muscle Po	owered
	Notes: [[1]]		
2	Stimpack	80	-
	Per Unit - Cost: 40 Description: A small disposable first-aid item,	when a Stimpack is	injected into
	a wound, it instantly closes the wound and res		
	Stimpack can be used per wound, except for a		
	the way through the nationt (one stimpack for		
	the way through the patient (one stimpack for wound, heals a total of +10 hit points). Million	entry wound, anothe	er for the exit
	wound, heals a total of +10 hit points). Millions the war, and any surviving high-tech medlabs	entry wound, anothers of stimpacks were can produce these.	er for the exit made before Form:
	wound, heals a total of +10 hit points). Millions	entry wound, anothers of stimpacks were can produce these. a +2 bonus. It take	Form: s about 1
	wound, heals a total of +10 hit points). Millions the war, and any surviving high-tech medlabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: No immediately.	entry wound, anothe s of stimpacks were can produce these. a a +2 bonus. It take one. Time: Takes eff	er for the exit made before Form: s about 1 fect
1	wound, heals a total of +10 hit points). Millions the war, and any surviving high-tech mediabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: No immediately. H&K USP II, 7.5mmCLP	entry wound, anothers of stimpacks were can produce these. a +2 bonus. It take	Form: s about 1
1	wound, heals a total of +10 hit points). Millions the war, and any surviving high-tech mediabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: No immediately. H&K USP II, 7.5mmCLP (Automatic Pistol)	entry wound, anothe s of stimpacks were can produce these. a +2 bonus. It take one. Time: Takes eff 450	er for the exit made before Form: s about 1 fect 2 lb
1	wound, heals a total of +10 hit points). Millions the war, and any surviving high-tech mediabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: No immediately. H&K USP II, 7.5mmCLP	entry wound, anothe s of stimpacks were can produce these. a +2 bonus. It take one. Time: Takes eff 450 :2+2d pi Acc:2 Rang	er for the exit made before Form: s about 1 fect 2 lb
1	wound, heals a total of +10 hit points). Millions the war, and any surviving high-tech mediabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: Nr immediately. H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage: RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RcI:2 Skill: H&K USP II, 7.5mmCLP	entry wound, anothe s of stimpacks were can produce these. a +2 bonus. It take one. Time: Takes eff 450 :2+2d pi Acc:2 Rang	er for the exit made before Form: s about 1 fect 2 lb
1	wound, heals a total of +10 hit points). Millions the war, and any surviving high-tech mediabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: Ne immediately. H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage: RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RcI:2 Skills H&K USP II, 7.5mmCLP (Ammunition)	entry wound, anothe s of stimpacks were can produce these. a +2 bonus. It take one. Time: Takes eff 450 (2+2d pi Acc:2 Rang Guns (Pistol) 14	er for the exit made before Form: s about 1 fect 2 lb te:150/1900 8 oz
	wound, heals a total of +10 hit points). Millions the war, and any surviving high-tech mediabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: Ne immediately. H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RcI:2 Skill: H&K USP II, 7.5mmCLP (Ammunition) Flashlight, Mini {p. B288}	entry wound, anothe s of stimpacks were can produce these. i a +2 bonus. It take one. Time: Takes eff 450 (2+2d pi Acc:2 Rang Guns (Pistol)	er for the exit made before Form: s about 1 fect 2 lb re:150/1900
1	wound, heals a total of +10 hit points). Millioms the war, and any surviving high-tech medlabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: Ne immediately. H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage: RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RoI:2 Skill: H&K USP II, 7.5mmCLP (Ammunition) Flashlight, Mini {p. B288} Description: TL:7 Notes: 15' beam. 1hr.	entry wound, anothe s of stimpacks were can produce these. a +2 bonus. It take one. Time: Takes eff 450 (2+2d pi Acc:2 Rang Guns (Pistol) 14	er for the exit made before Form: s about 1 fect 2 lb te:150/1900 8 oz 4 oz
1	wound, heals a total of +10 hit points). Millions the war, and any surviving high-tech mediabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: Ne immediately. H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RcI:2 Skill: H&K USP II, 7.5mmCLP (Ammunition) Flashlight, Mini {p. B288}	entry wound, anothe s of stimpacks were can produce these. a +2 bonus. It take one. Time: Takes eff 450 (2+2d pi Acc:2 Rang Guns (Pistol) 14 10 800	er for the exit made before Form: s about 1 fect 2 lb re:150/1900 8 oz 4 oz 7 lb
1	wound, heals a total of +10 hit points). Millions the war, and any surviving high-tech mediabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: Ne immediately. H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage: RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rcl:2 Skill: H&K USP II, 7.5mmCLP (Ammunition) Flashlight, Mini {p. B288} Description: TL:7 Notes: 15' beam. 1hr. Winchster 2033, 7mmCL {p. UT137} Description: TL:9 LC:3 Ammo:0.3 lb. Damage:6d- RoF:3 Shots:10+1(3) ST:9† Bulk:-5 Rcl:2 Skill:G	entry wound, anothe s of stimpacks were can produce these. a +2 bonus. It take one. Time: Takes eff 450 (2+2d pi Acc:2 Rang Guns (Pistol) 14 10 + 800 + 1 pi Acc:4 Range:7 uns (Rifle)	r for the exit made before Form: s about 1 fect 2 lb ie:150/1900 8 oz 4 oz 7 lb 50/4200
1	wound, heals a total of +10 hit points). Millions the war, and any surviving high-tech mediabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: Ne immediately. H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RoI:2 Skill: H&K USP II, 7.5mmCLP (Ammunition) Flashlight, Mini {p. B288} Description: TL:9 LC:3 Ammo:0.3 lb. Damage:6d-	entry wound, anothe s of stimpacks were can produce these. a +2 bonus. It take one. Time: Takes eff 450 (2+2d pi Acc:2 Rang Guns (Pistol) 14 10 + 800 + 1 pi Acc:4 Range:7 uns (Rifle)	er for the exit made before Form: s about 1 fect 2 lb re:150/1900 8 oz 4 oz 7 lb
1	wound, heals a total of +10 hit points). Millions the war, and any surviving high-tech mediabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: Ne immediately. H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RoI:2 Skill: H&K USP II, 7.5mmCLP (Ammunition) Flashlight, Mini {p. B288} Description: TL:9 LC:3 Ammo:0.3 lb. Damage:6d RoF:3 Shots:10+1(3) ST:9† Bulk:-5 RoI:2 Skill:G Totals Rucksack	entry wound, anothe s of stimpacks were can produce these. r a +2 bonus. It take bone. Time: Takes eff 450 :2+2d pi Acc:2 Rang Guns (Pistol) 14 10 800 F1 pi Acc:4 Range:7 uns (Rifle) :: 3664 Cost	2 lb er for the exit made before Form: s about 1 fect 2 lb e:150/1900 8 oz 4 oz 7 lb 50/4200 23.25 lb Weight
1 1 1	wound, heals a total of +10 hit points). Million: the war, and any surviving high-tech mediabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: Ne immediately. H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage: RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RcI:2 Skill: H&K USP II, 7.5mmCLP (Ammunition) Flashlight, Mini {p. B288} Description: TL:7 Notes: 15' beam. 1hr. Winchster 2033, 7mmCL {p. UT137} Description: TL:9 LC:3 Ammo:0.3 lb. Damage:6d- RoF:3 Shots:10+1(3) ST:9† Bulk:-5 RcI:2 Skill:G Totals Rucksack Backpack, Frame {p. B288}	entry wound, anothe s of stimpacks were can produce these. r a +2 bonus. It take bone. Time: Takes eff 450 :2+2d pi Acc:2 Rang Guns (Pistol) 14 10 800 r1 pi Acc:4 Range:7 uns (Rifle) : 3664	2 lb et for the exit made before Form: s about 1 fect 2 lb e:150/1900 8 oz 4 oz 7 lb 50/4200 23.25 lb
1 1 1 Qty	wound, heals a total of +10 hit points). Millions the war, and any surviving high-tech medlabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: Ne immediately. H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage: RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rcl:2 Skill:0 H&K USP II, 7.5mmCLP (Ammunition) Flashlight, Mini {p. B288} Description: TL:7 Notes: 15' beam. 1hr. Winchster 2033, 7mmCL {p. UT137} Description: TL:7 Notes: 15' beam. 1hr. Winchster 2033, 7mmCL {p. UT137} Description: TL:9 LC:3 Ammo:0.3 lb. Damage:6d- RoF:3 Shots:10+1(3) ST:9† Bulk:-5 Rcl:2 Skill:0 Totals Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb	entry wound, anothe s of stimpacks were can produce these. r a +2 bonus. It take bone. Time: Takes eff 450 :2+2d pi Acc:2 Rang Guns (Pistol) 14 10 800 F1 pi Acc:4 Range:7 uns (Rifle) :: 3664 Cost	2 lb er for the exit made before Form: s about 1 fect 2 lb e:150/1900 8 oz 4 oz 7 lb 50/4200 23.25 lb Weight
1 1 1 Qty	wound, heals a total of +10 hit points). Million: the war, and any surviving high-tech mediabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: Ne immediately. H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage: RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RcI:2 Skill: H&K USP II, 7.5mmCLP (Ammunition) Flashlight, Mini {p. B288} Description: TL:7 Notes: 15' beam. 1hr. Winchster 2033, 7mmCL {p. UT137} Description: TL:9 LC:3 Ammo:0.3 lb. Damage:6d- RoF:3 Shots:10+1(3) ST:9† Bulk:-5 RcI:2 Skill:G Totals Rucksack Backpack, Frame {p. B288}	entry wound, anothe s of stimpacks were can produce these. r a +2 bonus. It take bone. Time: Takes eff 450 :2+2d pi Acc:2 Rang Guns (Pistol) 14 10 800 F1 pi Acc:4 Range:7 uns (Rifle) :: 3664 Cost	2 lb er for the exit made before Form: s about 1 fect 2 lb e:150/1900 8 oz 4 oz 7 lb 50/4200 23.25 lb Weight
1 1 1 Qty	wound, heals a total of +10 hit points). Million: the war, and any surviving high-tech mediabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: Ne immediately. H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage: RoF:3 Shots:30+1(3) ST:9 Bulk:-2 Rcl:2 Skill: H&K USP II, 7.5mmCLP (Ammunition) Flashlight, Mini {p. B288} Description: TL:7 Notes: 15' beam. 1hr. Winchster 2033, 7mmCL {p. UT137} Description: TL:9 LC:3 Ammo:0.3 lb. Damage:6d- RoF:3 Shots:10+1(3) ST:9† Bulk:-5 Rcl:2 Skill:G Totals Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2046, Weight: 50.3 lb Description: TL:1 Notes: Holds 100 lbs. of gear. TL9 Survival Ration {p. UT73}	entry wound, anothe s of stimpacks were can produce these. r a +2 bonus. It take bone. Time: Takes eff 450 :2+2d pi Acc:2 Rang Guns (Pistol) 14 10 800 F1 pi Acc:4 Range:7 uns (Rifle) :: 3664 Cost	2 lb er for the exit made before Form: s about 1 fect 2 lb e:150/1900 8 oz 4 oz 7 lb 50/4200 23.25 lb Weight
1 1 1 <u>Qty</u> 1	wound, heals a total of +10 hit points). Millions the war, and any surviving high-tech medlabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: Ne immediately. H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage: RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RcI:2 Skill:9 H&K USP II, 7.5mmCLP (Ammunition) Flashlight, Mini {p. B288} Description: TL:7 Notes: 15' beam. 1hr. Winchster 2033, 7mmCL {p. UT137} Description: TL:7 Notes: 15' beam. 1hr. Winchster 2033, 7mmCL {p. UT137} Description: TL:7 Notes: 15' beam. 1hr. Winchster 2033, 7mmCL {p. UT137} Description: TL:1 Notes: 15' beam. 1hr. Totals Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2046, Weight: 50.3 lb Description: TL:1 Notes: Holds 100 lbs. of gear. TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz	entry wound, anothe s of stimpacks were can produce these. 1 a +2 bonus. It take bone. Time: Takes eff 450 (2+2d pi Acc:2 Rang Guns (Pistol) 14 10 800 14 pi Acc:4 Range:7 uns (Rifle) (Cost 2146	2 lb er for the exit made before Form: s about 1 lect 2 lb e:150/1900 8 oz 4 oz 7 lb 50/4200 23.25 lb Weight 60.3 lb
1 1 1 <u>Qty</u> 1	wound, heals a total of +10 hit points). Million: the war, and any surviving high-tech mediabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: Ne immediately. H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RcI:2 Skill: H&K USP II, 7.5mmCLP (Ammunition) Flashlight, Mini {p. B288} Description: TL:7 Notes: 15' beam. 1hr. Winchster 2033, 7mmCL {p. UT137] Description: TL:9 LC:3 Ammo:0.3 lb. Damage:6d- RoF:3 Shots:10+1(3) ST:9 Bulk:-5 RcI:2 Skill:G Totals Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2046, Weight: 50.3 lb Description: TL:1 Notes: Holds 100 lbs. of gear. TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz Description: TL:9 Shelf-life of 15 years	entry wound, anothe s of stimpacks were can produce these. 1 a +2 bonus. It take bone. Time: Takes eff 450 (2+2d pi Acc:2 Rang Guns (Pistol) 14 10 800 14 pi Acc:4 Range:7 uns (Rifle) (Cost 2146	2 lb er for the exit made before Form: s about 1 lect 2 lb e:150/1900 8 oz 4 oz 7 lb 50/4200 23.25 lb Weight 60.3 lb
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1 1 1 1 10 2 1 1 341	 wound, heals a total of +10 hit points). Million: the war, and any surviving high-tech mediabs Injection. Injections require a First Aid roll with second to apply one Stimpack. Drawbacks: Ne immediately. H&K USP II, 7.5mmCLP (Automatic Pistol) Description: TL:9 LC:3 Ammo:0.5 lb. Damage RoF:3 Shots:30+1(3) ST:9 Bulk:-2 RcI:2 Skill: H&K USP II, 7.5mmCLP (Ammunition) Flashlight, Mini {p. B288} Description: TL:7 Notes: 15' beam. thr. Winchster 2033, 7mmCL {p. UT137} Description: TL:9 LC:3 Ammo:0.3 lb. Damage:6d- RoF:3 Shots:10+1(3) ST:9 Bulk:-5 RcI:2 Skill:G Rucksack Backpack, Frame {p. B288} Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2046, Weight: 50.3 lb Description: TL:1 Notes: Holds 100 lbs. of gear. TL9 Survival Ration {p. UT73} Per Unit - Cost: 5, Weight: 8 oz Description: TL:9 Shell-life of 15 years reFresh Filtration, Canteen Per Unit - Cost: 10, Weight: 10 lb Description: 11; Purifies 11 30' - impurities, salts, n uses - color indictes replacement Camel Bag Description: A plastic bag filled with drinking wate in the backpack. Pouch {p. B288} Per Unit - Cost: 10 Contents - Cost: 31, Weight: 3.41 lb Description: TL:0 Notes: Holds 3 lbs. Caps Per Unit - Cost: 1, Weight: 2.56 dr Description: TL:0 Notes: Holds 3 lbs. Caps Per Unit 2 Shell-Life of Ammointion {p. UT139} 	entry wound, anothe s of stimpacks were can produce these. a +2 bonus. It take one. Time: Takes eff 450 (2+2d pi Acc:2 Rang Guns (Pistol) 14 10 800 +1 pi Acc:4 Range:7 uns (Rifle) :: 3664 Cost 2146 50 360 nicrobes, poisons; F 20 er, a hose allows drii 351	er for the exit made before Form: s about 1 fect 2 lb e:150/1900 8 oz 4 oz 7 lb 50/4200 23.25 lb Weight 60.3 lb 6 lb ilter 100 8.25 lb nking when 3.41 lb 3.41 lb
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	LOAD-OUTS (continued)		
Qty	Rucksack	Cost	Weight
1	Backpack, Frame {p. B288}	2146	60.3 lb
1	Mini-Camera, Digital {p. B289}	500	_
	Description: TL:8 Notes: Stores pictures on optical disk.		
1	Swiss Army Knife	10	1.6 oz
	Description: Screwdriver, scissory, small knife, file, twee toothpick	zers, bottle o	pener and
1	Sleeping Bag, Insulated {p. B288}	100	15 lb
	Description: TL:7 Notes: +3 HT to resist freezing.		
1	Personal Basics {p. B288}	5	1 lb
	Description: TL:0 Notes: Minimum gear for camping: -2 to		
	it. Includes utensils, tinderbox or flint and steel, towel, etc	c., as TL perr	
2	Rope, 3/8" (per 10 yards) {p. B288}	10	3 lb
	Per Unit - Cost: 5, Weight: 1.5 lb		
	Description: TL:1 Notes: Supports 300lbs.		
1	Climbing Gear {p. B288}	20	4 lb
	Description: TL:2 Notes: Hammer, spikes, carabiners.		
1	Grapnel {p. B288}	20	2 lb
	Description: TL:5 Notes: Throw to STx2 yards. Supports	300lbs.	
	Totals:	2146	60.3 lb
	SCRATCH PAD		

	CAMPAIGN LOG		
Points: (logged) 5 + (other) 0 = (total) 5			
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