

Name: Eric 'Snake' Williams

Race: Human

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.

Player: Reto Mägli

Ht: 1.85m Wt: 170 lbs Age: 27

Spent: 255

Unspent: 0

CHARACTER SHEET

ST	11	[10]	HP	11	[0]	Basic Speed	7	[0]
DX	15	[100]	Will	13	[0]	Basic Move	7	[0]
IQ	13	[60]	Per	14 [†]	[0]	BL	24 lb	(ST×ST)/5
HT	13*	[30]	FP	13	[0]	Thr	1d-1	Sw 1d+1
TL	9	[0]	SM	+0				

* Conditional: +3 from 'Sleeping Bag, Insulated' when resisting freezing, +2 from 'Very Fit'
 † Includes: +1 from 'Extra Perception'

Vision	14	Fright Check	15*	High Jump	2.92 ft
Hearing	14	Consciousness	15†	Money	0
Touch	14	Death Check	15†		
Taste/Smell	14	Broad Jump	4 yd		

* Includes: +2 from 'Combat Reflexes' † Includes: +2 from 'Very Fit'

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
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 ‡ 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: +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 Humor'

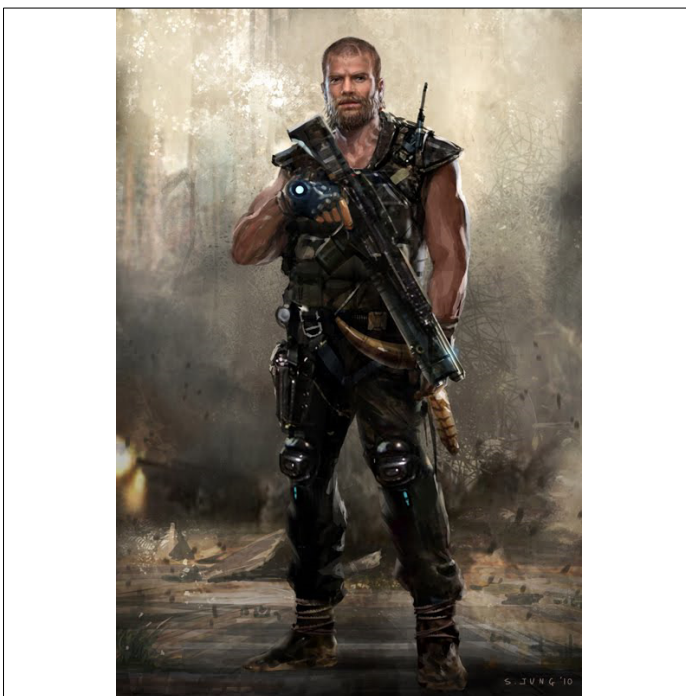
CULTURAL FAMILIARITIES	
Name	Pts
Pre-War Western (Native) {p. B23}	[0]

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

TEMPLATES AND META-TRAITS	
Name	Pts
Vault Dweller Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes.	[0]

ADVANTAGES	
Name	Pts
Absolute Direction {p. B34}	[5]
Combat Reflexes {p. B43}	[15]
Extra Perception 1 (Affects Per, +0%) {p. B16} Description: The Extra Perception advantage allows you to take extra levels of the attribute which you can then apply enhancements and limitations to. The "Affects displayed score" modifier causes the Extra Perception advantage to affect the displayed attribute score. If you don't wish this advantage to affect the displayed score remove that modifier.	[5]
Luck {p. B66, P59}	[15]
Vanguard 2 {p. B89} Description: This Talent gives a bonus to Camouflage, Hiking, Navigation (Land), Stealth, Tracking, Survival	[10]
Very Fit {p. B55}	[15]

DISADVANTAGES	
Name	Pts
Bloodlust (9 or less, *1.5) {p. B125}	[-15]
Callous {p. B125}	[-5]
No Sense of Humor {p. B146}	[-10]



DISADVANTAGES (continued)	
Name	Pts
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 Description: You've grown up in a bunker, have never seen the light of day and act accordingly.	[-1]
Likes self-distilled spirits {p. B163}	[-1]

SKILLS			
DX based	Level	Relative	Pts
Acrobatics {p. B174}	13	DX-2	[1]
Body Sense {p. B181}	16*	DX+1	[1]
Climbing {p. B183}	14	DX-1	[1]
Driving/TL9 (Automobile) {p. B188}	14	DX-1	[1]
Driving/TL9 (Motorcycle) {p. B188}	14	DX-1	[1]
Fast-Draw/TL9 (Ammo) {p. B194}	16†	DX+1	[1]
Fast-Draw (Pistol) {p. B194}	16†	DX+1	[1]
¶ Guns/TL9 (Pistol) {p. B198}	16	DX+1	[1]
Guns/TL9 (Rifle) {p. B198}	17	DX+2	[4]
Judo {p. B203}	13	DX-2	[1]
Parry: 10			
Jumping {p. B203}	15	DX+0	[1]
Karate {p. B203}	13	DX-2	[1]
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}	15	DX+0	[1]
Parry: 10			
NBC Suit/TL9 {p. B192}	14	DX-1	[1]
Riding (Equines) {p. B217}	14	DX-1	[1]
Stealth {p. B222}	16‡	DX+1	[1]
Throwing {p. B226}	14	DX-1	[1]
HT based	Level	Relative	Pts
Hiking {p. B200}	14‡	HT+1	[1]
Running {p. B218}	12	HT-1	[1]
IQ based	Level	Relative	Pts
Area Knowledge (Nevada) {p. B176}	13	IQ+0	[1]
Camouflage {p. B183}	15‡	IQ+2	[1]
Cartography/TL9 {p. B183}	12	IQ-1	[1]
Computer Operation/TL9 {p. B184}	13	IQ+0	[1]
Fast-Talk {p. B195}	12	IQ-1	[1]
First Aid/TL9 (Human) {p. B195}	13	IQ+0	[1]
History (The Old World) {p. B200}	11	IQ-2	[1]
Jeweler/TL9 {p. B203}	12	IQ-1	[2]
Navigation/TL9 (Land) {p. B211}	17§	IQ+4	[1]
Prospecting/TL9 {p. B216}	12	IQ-1	[1]
Savoir-Faire (Vault) {p. B218}	13	IQ+0	[1]
Soldier/TL9 {p. B221}	12	IQ-1	[1]
Traps/TL9 {p. B226}	13	IQ+0	[2]
Per based	Level	Relative	Pts
Observation {p. B211}	15	Per+1	[4]
Scrounging {p. B218}	14	Per+0	[1]
Search {p. B219}	13¶	Per-1	[1]
Survival (Desert) {p. B223}	15‡	Per+1	[1]
Tracking {p. B226}	15‡	Per+1	[1]
* Includes: +3 from 'Absolute Direction'		§ Includes: +2 from 'Vanguard', +3 from 'Absolute Direction'	
† Includes: +1 from 'Combat Reflexes'		¶ Conditional: +1 from 'Metal Detector Wand'	
‡ Includes: +2 from 'Vanguard'		when detecting metal items	

MELEE ATTACKS							
Non-Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
Bite	15	—	1d-2 cr	C	—	—	
Karate: Punch	13	10	1d-2 cr	C	—	—	
Karate: Kick	11	—	1d-1 cr	C,1	—	—	
Kick	13	—	1d-1 cr	C,1	—	—	
Punch	15	11	1d-2 cr	C	—	—	
Equipment based	Skill	Parry	Damage	Reach	ST	LC	Notes
KaBar Defender (Superfine Small Knife): Swing	15	10	1d(2) cut	C,1	5	4	
KaBar Defender (Superfine Small Knife): Thrust	15	10	1d(2) imp	C	5	4	[1]
Tactical Flashlight: Swing	11	9	1d+1 cr	1	6	4	
Tactical Flashlight: Thrust	11	9	1d-1 cr	1	6	4	

RANGED ATTACKS											
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	LC	Notes
H&K USP II, 7.5mmCLP (Automatic Pistol)	16	2d+2 pi	2	150 yd / 1.08 mi	3	30+1(3)	9	-2	2	3	
KaBar Defender (Superfine Small Knife): Thrown	11	1d(2) imp	—	6 yd / 11 yd	1	T(1)	5	-1	—	4	
Winchester 2033, 7mmCL	17	6d+1 pi	4	750 yd / 2.39 mi	3	10+1(3)	9†	-5	2	3	

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
11*	11*	9*	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'

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

HP loss effects are cumulative with each other and any effects suffered from FP loss.
less than 1/3 HP: Dodge/2 and Move/2 (round up).
0 HP or less: Make a HT roll at -1/full multiple of HP below 0 vs. unconsciousness immediately and at the start of any turn you choose a maneuver other than Do Nothing.
-1xHP or less: Make a HT roll vs. death immediately and for every full multiple of HP below 0.
-5xHP or less: Immediate death.

FP	0 FP
13 12 11 10 9	0 -1 -2 -3 -4
8 7 6 5 4	-5 -6 -7 -8 -9
3 2 1	-10 -11 -12

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.

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

See also: *Size and Speed/Range Table*, p. B550.

TECHNIQUES			
Name	Level	Relative	Pts
Targeted Attack/TL9 (Guns (Rifle)/Vitals) (p. HT252)	14	def+0	[0]

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

Qty	« Combat »	LOAD-OUTS	Cost	Weight
1	Combat		3754	24 lb
		Contents - Cost: 3754, Weight: 24 lb		
1	Armor	1880		11 lb
		Contents - Cost: 1880, Weight: 11 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.		
1	Boots {p. HT68}	80		3 lb
		Description: TL:5 LC:4 DR:2* Location:feet Notes:[1] Concealable as or under clothing. [2] Give +1 to kicking damage (p. B271). Location:feet		
1	Vaultec jumpsuit	1800		8 lb
		Description: A TL9 blue, long sleeved jumpsuit, yellow stripes on the sides and a large 03 in a circle on the back. Armored, wind absorbing, water proof, breathable and can be worn layered without penalty. Gives 2 DR on groin, torso, limbs, neck and skull. Additional, it gives +1 to rolls against heat and cold. Notes: [notes] Location:limbs, neck, skull, torso, groin		
1	Vaultec Load Bearing Gear {p. B289}	1074		6 lb
		Per Unit - Cost: 250, Weight: 2 lb Contents - Cost: 824, Weight: 4 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.		
1	KaBar Defender (Superfine Small Knife) (Superfine, *6) {p. B272, B276}	180		8 oz
		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]]		
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 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.		
1	H&K USP II, 7.5mmCLP (Automatic Pistol)	450		2 lb
		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)		
1	H&K USP II, 7.5mmCLP (Ammunition)	14		8 oz
1	Tactical Flashlight {p. B273, MA225}	100		1 lb
		Description: TL:0 LC:4, [Mode:swing Dam:sw or Reach:1 Parry:0 ST:6 Skill:Shortsword], [Mode:thrust Dam:thr or Reach:1 Parry:0 ST:6 Skill:Shortsword]		
1	Winchester 2033, 7mmCL {p. UT137}	800		7 lb
		Description: TL:9 LC:3 Ammo:0.3 lb. Damage:6d+1 pi Acc:4 Range:750/4200 RoF:3 Shots:10+1(3) ST:9† Bulk:-5 Rcl:2 Skill:Guns (Rifle)		
Totals:			3754	24 lb
Qty	Rucksack	LOAD-OUTS	Cost	Weight
1	Backpack, Frame {p. B288}		2246	82.08 lb
		Per Unit - Cost: 100, Weight: 10 lb Contents - Cost: 2146, Weight: 72.08 lb Description: TL:1 Notes: Holds 100 lbs. of gear.		
9	TL9 Survival Ration {p. UT73}	45		4.5 lb
		Per Unit - Cost: 5, Weight: 8 oz Description: TL:9 Shelf-life of 15 years		
2	reFresh Filtration, Canteen	360		6 lb
		Per Unit - Cost: 180, Weight: 3 lb Description: 1l; Purifies 1l 30' - impurities, salts, microbes, poisons; Filter 100 uses - color indicates replacement		
1	Camel Bag	20		8.25 lb
		Description: A plastic bag filled with drinking water, a hose allows drinking when in the backpack.		
1	Pouch {p. B288}	379		3.69 lb
		Per Unit - Cost: 10 Contents - Cost: 369, Weight: 3.69 lb Description: TL:0 Notes: Holds 3 lbs.		
369	Caps	369		3.69 lb
		Per Unit - Cost: 1, Weight: 2.56 dr Description: The Post Nuclear War Currency		

Qty	Rucksack	LOAD-OUTS (continued)	Cost	Weight
1	Backpack, Frame {p. B288}		2246	82.08 lb
20	7mmCL Conventional Ammunition {p. UT139}	200		8.64 oz
		Per Unit - Cost: 10, Weight: 6.91 dr Description: TL:9 LC:3		
1	Binoculars {p. B289}	400		2 lb
		Description: TL:6 Notes: Gives (TL-4) levels of Telescopic Vision.		
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, scissors, small knife, file, tweezers, bottle opener and toothpick		
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 any Survival roll without it. Includes utensils, tinderbox or flint and steel, towel, etc., as TL permits.		
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.		
1	Metal Detector Wand {p. B289}	50		8 lb
		Description: TL:7 Notes: +3 to find metal items. 8hrs.		
1	Pickaxe {p. B289}	15		8 lb
		Description: TL:2 Notes: Improves digging speed.		
1	Shovel {p. B289}	12		6 lb
		Description: TL:1 Notes: Speeds up digging.		
Totals:			2246	82.08 lb

SCRATCH PAD	

CAMPAIGN LOG		
Points: (logged) 5	+ (other) 0	= (total) 5
Entwicklung		
Animal Handling durch Body Sense ersetzt		
Crossbow durch Juweler ersetzt		
-3 Targeted Attack +1 Traps +1 Jeweler +1 Prospecting		
High Pain Threshold und Fit durch Very Fit ersetzt		
Wrestling mit Judo ersetzt		
Brawling mit Karate ersetzt		
26.03.2012: 0 pts		
Bonuspunkte für Teilnahme an der Test Session		29.01.2177
03.03.2012: 5 pts		
Initial Character Creation		
Character created using GURPS Character Assistant 4		
17.02.2012: 0 pts		

POINTS SUMMARY	Pts
Basic Attributes, Secondary Characteristics	200
Advantages, Perks	65
Disadvantages, Quirks	-55
Skills, Techniques	45
Total Points Spent:	255
Unspent Points:	0