



Name: Eric 'Snake' Williams
 Race: Human
 Appearance: Ungewaschener, rauher, grosser, blonder Typ

Player: Reto Mägli
 Ht: 1.85m Wt: 170 lbs Age: 22

Spent: 253
 Unspent: 2

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 [5]	BL 24 lb (ST×ST)/5
HT 13* [30]	FP 13 [0]	Thr 1d-1 Sw 1d+1
TL 9 [0]	SM +0	

* Conditional: +2 from 'Very Fit', +3 from 'Sleeping Bag, Insulated' when resisting freezing

Vision 14	Fright Check 15*	High Jump 2.92 ft
Hearing 14	Consciousness 15†	Money -14877
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
Jump	7 yd	5 yd	4 yd	2 yd	1 yd
Dodge	11	10	9	8	7

LIFTING FEATS

Name	1-Hand Lift*	2-Hand Lift†	Shove / Over‡	Carry on Back§	Shift Slightly
Basic	48 lb	192 lb	288 lb	360 lb	1200 lb

* Takes 2 seconds to complete † 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: -2*

* Includes: -2 from 'Delusion (Washing makes me loose my scouting skills)'; Conditional: +2 from 'Vanguard' when recognized by a fellow scout, -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 '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

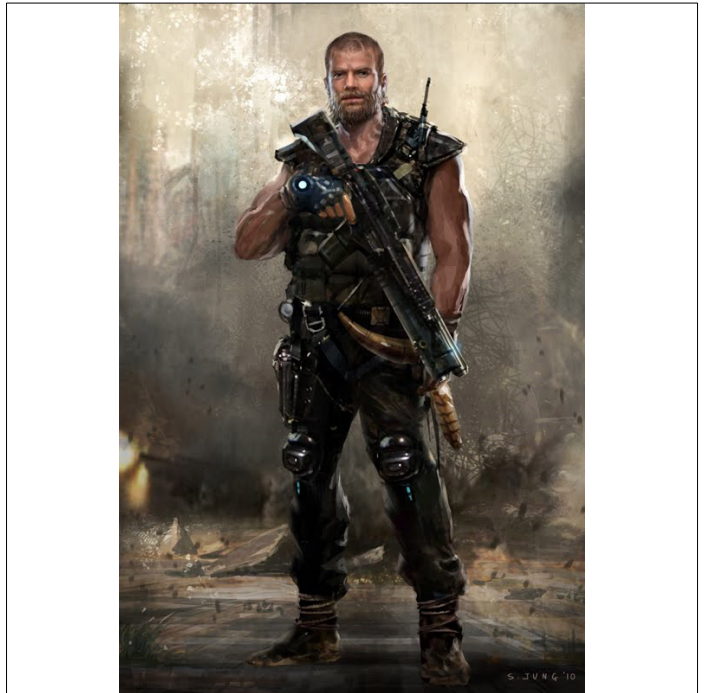
Name	Pts
Absolute Direction {p. B34}	[5]
Combat Reflexes {p. B43}	[15]
Luck {p. B66, P59}	[15]
Vanguard 2 {p. B89}	[10]

Description: This Talent gives a bonus to Camouflage, Hiking, Navigation (Land), Stealth, Tracking, Survival

Very Fit {p. B55} [15]

DISADVANTAGES

Name	Pts
Bloodlust (9 or less, *1.5) {p. B125}	[-15]
Callous {p. B125}	[-5]
Delusion (Washing makes me loose my scouting skills) (Major) {p. B130}	[-10]



DISADVANTAGES (continued)

Name	Pts
Odious Personal Habit (Unwashed Bushwacker) -1 {p. B22}	[-5]
Overconfidence (6 or less, *2) {p. B148}	[-10]
Sense of Duty (Team) (Small Group) {p. B153}	[-5]

QUIRKS

Name	Pts
Always warpaints himself out of town	[-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. B164}	[-1]
Plays with a cap when not busy	[-1]
Sleeping on the Floor {p. B163}	[-1]

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

MELEE ATTACKS								
Non-Equipment based	Skill	Parry	Damage	Reach	ST	Wt	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	Wt	LC	Notes
KaBar Defender Combat Knife: Swing	15	10	1d(2) cut	C,1	5	.5	4	
KaBar Defender Combat Knife: Thrust	15	10	1d(2) imp	C	5	.5	4	[1]
Name	Skill	Parry	Damage	Reach	ST	Wt	LC	Notes

RANGED ATTACKS												
Name	Skill	Damage	Acc	Range	RoF	Shots	ST	Bulk	Rcl	Wt	LC	Notes
H&K USPs III, 10mmCLP (Heavy Automatic Pistol)	16	3d pi+	2	180 yd / 1.14 mi	3	20+1(3)	10	-3	3	2.5	3	
KaBar Defender Combat Knife: Thrown	11	1d(2) imp	—	6 yd / 11 yd	1	T(1)	5	-1	—	.5	4	
Winchester 2033, 7mmCL (Hunting Rifle)	17	6d+1 pi	4	750 yd / 2.39 mi	3	10+1(3)	9†	-5	2	7	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*	10/11*	
DX	DX	DX	Light	

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'

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

TECHNIQUES			
Name	Level	Relative	Pts

HP	0 HP	-1xHP	-2xHP	-3xHP	-4xHP
11 10 9 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4	-11 -12 -13 -14 -15	-22 -23 -24 -25 -26	-33 -34 -35 -36 -37	-44 -45 -46 -47 -48
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 8 7 6 5 4 3 2 1	0 -1 -2 -3 -4
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.

LOAD-OUTS			
Qty	Backpack	Cost	Weight
1	Mammut Backpack, Frame/TL9 {p. B288} Per Unit - Cost: 500, Weight: 6 lb Contents - Cost: 4077, Weight: 89.05 lb Description: TL:9 Notes: Holds 100 lbs. of gear, made from ultra light materials.	4577	95.05 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	Zeiss Scout {p. UT61} Description: Hyperspectral Binoculars, Camera (12h HQ, 2 wks LQ), HUD, 16x mag., Battery 10h/C, +1 Vision, Tracking, Forensics, Observation, Search	2500	2 lb
1	Climbing Gear {p. B288} Description: TL:2 Notes: Hammer, spikes, carabiners.	20	4 lb
1	Grapnel {p. B288} Description: TL:5 Notes: Throw to STx2 yards. Supports 300lbs.	20	2 lb
1	Metal Detector Wand {p. B289} Description: TL:7 Notes: +3 to find metal items. 8hrs.	50	8 lb
1	Pickaxe {p. B289} Description: TL:2 Notes: Improves digging speed.	15	8 lb
2	Rope, 3/8" (per 10 yards) {p. B288} Per Unit - Cost: 5, Weight: 1.5 lb Description: TL:1 Notes: Supports 300lbs.	10	3 lb
1	Shovel {p. B289} Description: TL:1 Notes: Speeds up digging.	12	6 lb
Totals:		4577	95.05 lb
Qty	Bases	Cost	Weight
1	Base Contents - Cost: 100, Weight: 31.5 lb	100	31.5 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
Totals:		100	31.5 lb
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 40200, Weight: 37.3 lb	40200	37.3 lb
1	Armor Contents - Cost: 2350, Weight: 19.1 lb	2350	19.1 lb
1	Vaultec Jumpsuit Description: A TL9 blue, long sleeved jumpsuit, yellow stripes on the sides and a large 13 in a circle on the back. Armored (Flexible), wind absorbing, water proof, breathable and can be worn layered without penalty. Gives 2 DR on groin, torso, limbs, feet, hands, neck and skull. Additional, it gives +1 to rolls against heat and cold. Notes: [notes] Location: limbs, neck, skull, torso, groin, feet, hands	1800	9 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

LOAD-OUTS (continued)			
Qty	« Combat »	Cost	Weight
1	Armor Contents - Cost: 2350, Weight: 19.1 lb	2350	19.1 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
1	Vaultec Load Bearing Gear {p. B289} Per Unit - Cost: 750, Weight: 2 lb Contents - Cost: 2440, Weight: 3.5 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.	3190	5.5 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
4	Winchester 2033, 7mmCL (Magazine, 10 rounds) Per Unit - Cost: 125, Weight: 4.8 oz	500	1.2 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	H&K USPs III, 10mmCLP FMJ (Magazine, 20 rounds)	90	11.2 oz
1	Rolex 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
1	VerzPi (Pistol Holster) {p. B289} Per Unit - Cost: 350, Weight: 3.2 oz Contents - Cost: 1710, Weight: 3.2 lb 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.	2060	3.4 lb
1	H&K USPs III, 10mmCLP FMJ (Magazine, 20 rounds)	90	11.2 oz
1	H&K USPs III, 10mmCLP (Heavy Automatic Pistol) Description: TL:9 LC:3 Ammo:0.7 lb. Damage:3d pi+ Acc:2 Range:180/2000 RoF:3 Shots:20+1(3) ST:10 Bulk:-2 Rcl:2 Skill:Guns (Pistol); The Heckler & Koch Universal Selbstlade 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	VerzPi Patrol Sling/TL9 {p. HT154} Per Unit - Cost: 200, Weight: 2 lb Contents - Cost: 2400, Weight: 7 lb Description: TL9 Version, only 1 lbs	2600	9 lb
1	Winchester 2033, 7mmCL (Hunting Rifle) {p. UT137} 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)	2400	7 lb
Totals:		40200	37.3 lb

DESCRIPTION

Profil

Name: Eric Williams

Spitzname: Snake

Alter: 27 Jahre

Grösse: 1.85m

Gewicht: 85Kg

Statur: Sehr sportlich

Haare: kurz und Blond, Vollbart mit Schnauz

Augenfarbe: Braun

Vorlieben: Selbstgebrannter Schnaps

Abneigungen: Wasser

Funktion: Scout

Beruf: Juwelier

Spezialitäten: Navigation, Survival, Guns(Rifle)

Eric Williams wurde am 16. November 2150 im Kreissaal des Vault 13 geboren. Komplikationen bei der Geburt führten dazu, dass seine Mutter verstarb. Eine Tatsache die sein Vater Raymond niemals überwunden hatte. Als alleinerziehender Vater nahm er Eric jeweils mit zur Arbeit, als Bauarbeiter arbeitete er an der Erweiterung des Vault. Eric spielte dann oft im Geröll, dass sein Vater mit dem Presslufthammer aus dem Felsen brach. Oftmals fand er dabei auch wertvolles Gestein, Metalle und Kristalle sowie auch selten Edelsteine. Noch heute sucht er gerne sein Umfeld ab, um Material für sein Juwelierberuf zu finden. In der Angst seinen Sohn zu verlieren, brachte Raymond Eric alles bei was er zu überleben benötigt. So lehrte er ihm zum Beispiel Tarnung, schleichen, jagen und Fallen zu stellen. In der Schule gehörte er nicht unbedingt zu den besten, was nicht heissen sollte dass er dumm ist. Er interessierte sich einfach nicht für Technik und Mathematik. Er ist eher daran interessiert, wie er aus dem ihm gegebenen Umfeld und den Möglichkeiten das Beste aus der Situation machen kann. Er ist daher eher ein Praktiker und Überlebenskünstler als ein Denker. Seinen ausserordentlichen Orientierungssinn und die Fitness trainierte er, indem er täglich einmal durch den gesamten Bunker lief, bis er die Strecke mit verbundenen Augen abgehen konnte. Da er viel Zeit mit trainieren oder mit seinem Vater verbrachte, hat er nur wenige Freunde. Roger Avans ist ein Jahr jünger als er und ist sein bester Freund. Er ist sehr talentiert in Karate und Judo und hat Eric eine Menge tricks beigebracht. Viel Zeit haben die beiden auch an den Arcadeshootern im Vergnügungsbereich verbracht, vermutlich kommt daher auch der gute Umgang mit Schusswaffen und die aggressive Blutlust die er manchmal verspürt. Sinn für Humor hatte er sowiso nie. Mit dem anderen Geschlecht hat er noch nicht viel Erfahrung gesammelt. Vielleicht liegt es daran, dass er sich nicht oft wäscht. Er ist der Überzeugung, dass der natürliche Duft der Umgebung ein fester Bestandteil einer guten Tarnung ist. Als er hörte, dass es eine

Expedition nach draussen geben wird, meldete er sich gegen den Willen seines Vaters freiwillig. Endlich kann er sich den Traum von Freiheit verwirklichen... Er hat sich zum Ziel gesetzt, möglichst viel von der Welt zu sehen und vielleicht so etwas wie den Garten Eden zu finden.

Beziehungen

Yuri Andreievich Zhivago Bekannter aus der Schule

Jack Daniels Bekannter aus der Schule

Texas Bekannte aus der Schule

Spieler 4

Spieler 5

Spieler 6

Brian Fokker

Lance Burns

Randolph Garrison

Virginia Heisenberg-Watts VI