



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'

Vision 14	Fright Check 15*	High Jump 2.92 ft
Hearing 14	Consciousness 15†	Money 8968
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

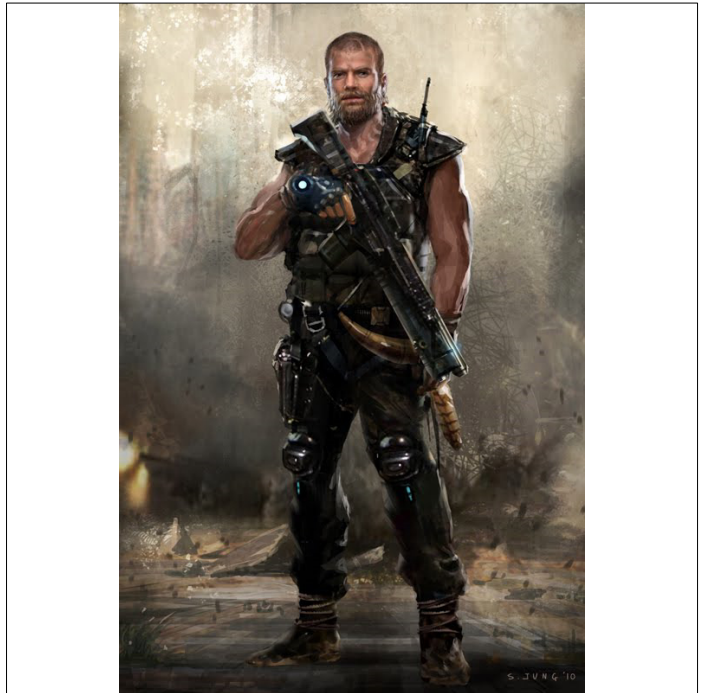
Name	Pts
Vault Dweller {p. Wiki}	[0]
Description: You have grown up in a secure underground vault, shielding you from the savagery of the wastes. In the course of your life, you have learned the following skills: History (The Old World), NBC Suit, Savoir-Faire (Vault), Computer Operation, Soldier, Area 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	[-1]
Description: You've grown up in a bunker, have never seen the light of day and act accordingly.	
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'	§ Includes: +3 from 'Absolute Direction', +2 from 'Vanguard'; Conditional: +2 from 'Rolex Explorer XXX' when "using Compass and Map from Rolex XXX"		
† Includes: +1 from 'Combat Reflexes'	¶ Conditional: +1 from 'Metal Detector Wand' when detecting metal items		
‡ Includes: +1 from 'Combat Reflexes'; Conditional: +1 from 'VersaHold, Pistol Holster' when If VersaHold is worn in the open			

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 Survivor, Tactical Knife (Superfine): swing	15	11	1d(2) cut	C,1	5	.5	4	
KABAR Survivor, Tactical Knife (Superfine): thrust	15	11	1d(2) imp	C	5	.5	4	
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 UCPS III, 10mmCLP	16	3d pi+	2	180 yd / 1.14 mi	3	20+1(3)	10	-2	3	2.5	3	
KABAR Survivor, Tactical Knife (Superfine): thrown	11	1d(2) imp	—	6 yd / 11 yd	1	T(1)	5	-1	—	.5	4	
Winchester Caribou, 7mmCL	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 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	-5 -6 -7 -8 -9
8 7 6 5 4	-10 -11 -12
3 2 1	

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 {p. wiki} Per Unit - Cost: 500, Weight: 4 lb Contents - Cost: 1672, Weight: 73.42 lb Description: TL:9 LC:4 A framed backpack that holds 100 lbs. of gear, made from ultra light materials.	2172	77.42 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; 24hr	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	180	2.5 lb
30	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	300	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	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.	200	8 lb
1	Pickaxe {p. B289} Description: TL:2 Notes: Improves digging speed.	15	8 lb
2	Rope Synt silk 5mm {p. wiki} Per Unit - Cost: 50, Weight: 4 oz Description: TL:9 LC:4 This is a synthetic rope made of artificial spider silk. Supports 1,000 pounds. 10 yards of rope. This is the safe working load; the theoretical breaking strain is five times as much. If exceeding the safe load, roll vs. the rope's HT 12 at -1 per multiple of working load whenever it is stressed to see if it snaps.	100	8 oz
1	Shovel {p. B289} Description: TL:1 Notes: Speeds up digging.	12	6 lb
1	Snake Squeezin' {p. wiki} Description: TL:6 LC:4 A liter bottle of finest Carlin Snake Squeezin'; 40° Alcohol, not quite unlike whiskey.	25	2.4 lb
Totals:		2172	77.42 lb
Qty	Base: Carlin	Cost	Weight
1	Base: Carlin Contents - Cost: 180, Weight: 39.75 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.	180	39.75 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

LOAD-OUTS (continued)			
Qty	Base: Carlin	Cost	Weight
1	Base: Carlin	180	39.75 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
Totals:		180	39.75 lb
Qty	« Combat »	Cost	Weight
1	Combat Contents - Cost: 18680, Weight: 32.7 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.	18680	32.7 lb
1	Armor Contents - Cost: 2900, Weight: 13.1 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.	2900	13.1 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: full suit, skull	1800	3 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	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
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
1	H&K UCPs III, 10mmCLP {p. wiki} 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
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	Vaultec Load Bearing Gear {p. wiki} Per Unit - Cost: 750, Weight: 1 lb Contents - Cost: 4940, Weight: 6.2 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.	5690	7.2 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
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 an gunshot 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	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: 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 Bekannt aus der Schule

Jack Daniels Bekannt aus der Schule

Texas Bekannte aus der Schule

Spieler 4

Spieler 5

Spieler 6

Brian Fokker

Lance Burns

Randolph Garrison

Virginia Heisenberg-Watts VI