



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

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

Spent: 254
 Unspent: 11

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 8318 |
| 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: -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, +2 from 'Vanguard' when recognized by a fellow scout, +1 from 'Reputation (Arroyo: Saviours of Zora)'

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] |
| Reputation (Arroyo: Saviours of Zora) 1 (_Free, *0; All the time, *1; Small class, *1/3) {p. B27} | [0] |
| Vanguard 2 {p. B89} | [10] |
| Description: This Talent gives a bonus to Camouflage, Hiking, Navigation (Land), Stealth, Tracking, Survival | |
| Very Fit {p. B55} | [15] |

PERKS

| Name | Pts |
|------|-----|
| | [] |
| | [] |

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] |
| 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] |
| Forward Observer/TL9 {p. B196} | 12 | IQ-1 | [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 <i>Skill used: DX</i> | 15 | — | 1d-2 cr | C | — | — | — | |
| Karate: Punch <i>Skill used: Karate</i> | 13 | 10 | 1d-2 cr | C | — | — | — | |
| Karate: Kick <i>Skill used: Karate-2</i> | 11 | — | 1d-1 cr | C,1 | — | — | — | |
| Kick <i>Skill used: DX-2</i> | 13 | — | 1d-1 cr | C,1 | — | — | — | |
| Punch <i>Skill used: DX</i> | 15 | 11 | 1d-2 cr | C | — | — | — | |
| Equipment based | Skill | Parry | Damage | Reach | ST | Wt | LC | Notes |
| KABAR Survivor, Tactical Knife (Superfine): swing <i>Skill used: Knife</i> | 15 | 11 | 1d(2) cut | C,1 | 5 | .5 | 4 | |
| KABAR Survivor, Tactical Knife (Superfine): thrust <i>Skill used: Knife</i> | 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 <i>Skill used: Guns (Pistol)</i> | 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 <i>Skill used: DX-4</i> | 11 | 1d(2) imp | — | 6 yd / 11 yd | 1 | T(1) | 5 | -1 | — | .5 | 4 | |
| Winchester Caribou, 7mmCL <i>Skill used: Guns (Rifle)</i> | 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. | DR | DB | HP | Loc. | DR | DB | HP | Loc. | DR | DB | HP |
| Eyes | 0 | 0 | 2 | Torso | 5/2*+2 | 0 | — | Legs | 2 | 0 | 6 |
| Neck | 2 | 0 | — | Groin | 5/2*+2 | 0 | — | Feet | 5/2+2 | 0 | 4 |
| Skull | 9 | 0 | — | Arms | 2 | 0 | 6 | | | | |
| Face | 0 | 0 | — | Hands | 2 | 0 | 4 | | | | |

* Includes: +1 from 'Combat Reflexes'

| 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 | -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 |
| | -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 |
| | -5 -6 -7 -8 -9 |
| | -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.

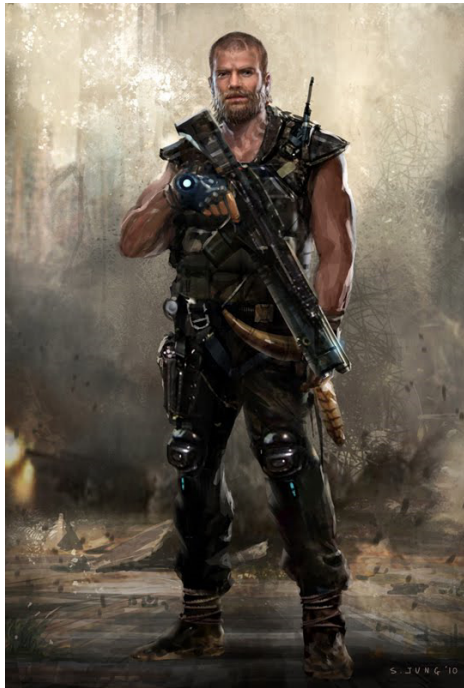
-1xFP or less: Immediate unconsciousness; you can no longer lose FP, further FP costs are lost from your HP instead.

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

| TECHNIQUES | | | |
|------------|-------|----------|-----|
| Name | Level | Relative | Pts |
| | | | |

| LOAD-OUTS | | | |
|-----------|---|------|----------|
| Qty | Backpack | Cost | Weight |
| 1 | Mammut Backpack, Frame {p. wiki} Per Unit - Cost: 500, Weight: 4 lb Contents - Cost: 2322, Weight: 77.42 lb Description: TL:9 LC:4 A framed backpack that holds 100 lbs. of gear, made from ultra light materials. | 2822 | 81.42 lb |
| 1 | Atombrot, Candy Bar {p. wiki} Description: TL:9 LC:4 Vacuum-proof wrapper, counts as a meal | 20 | 1.6 oz |
| 1 | Food Tablets {p. wiki} [12][11][10][9][8][7][6][5][4][3][2][1] Description: TL:9 LC:4 12 Meals; Developed for use in long-range space missions, these food items are small colored pills that are simply "meals" reduced in size due to the extraction of all moisture. Quite tasty (they come in various flavors, such as French fries, hamburger, etc.), each tablet also manages to meet the nutritional requirements of a full meal. | 240 | 1.6 oz |
| 1 | Glowstick, Emergency Light {p. wiki} Description: TL:9 LC:4 2m radius; white light; 24h | 50 | 12.8 dr |
| 1 | reFresh Filtration, Canteen {p. wiki} [100][99][98][97][96][95][94][93][92][91][90][89][88][87][86][85][84][83][82][81][80][79][78][77][76][75][74][73][72][71][70][69][68][67][66][65][64][63][62][61][60][59][58][57][56][55][54][53][52][51][50][49][48][47][46][45][44][43][42][41][40][39][38][37][36][35][34][33][32][31][30][29][28][27][26][25][24][23][22][21][20][19][18][17][16][15][14][13][12][11][10][9][8][7][6][5][4][3][2][1] Description: TL:9 LC:4 1l; Purifies 1l 30' - impurities, salts, microbes, poisons; Filter 100 uses - color indicates replacement | 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. | 50 | 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 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 |
| 1 | VaulTec NBC Mask (Eyes,Face) Description: This mask can filter out all inhaled agents. It is only effective against nerve gas or other contact agents if combined with a Sealed outfit. The filter medium must be replaced periodically; cost varies from a \$100 cartridge (One filter provides up to 4 hours of usage.to filter heavy dust or pollen) to replacing the whole mask (in a chemicalwarfare environment). It takes two seconds to put on and one to take off. Notes: [notes] Location: eyes, face | 400 | 1 lb |

| LOAD-OUTS (continued) | | | |
|-----------------------|---|-------------|-----------------|
| Qty | Backpack | Cost | Weight |
| 1 | Mammut Backpack, Frame {p. wiki} | 2822 | 81.42 lb |
| 1 | VaulTec NBC Suit/TL9 (full suit, skull) Description: TL:9 LC:2 DR:2 Notes: A simple sealed suit, with a fireproof and chemicalretardant coating but no other features. Cargo handlers, hazmat teams, hangar-bay crews, and some industrial workers often wear them, usually in white or a bright color such as orange or yellow. A rip in the suit causes the smart fabric to change color at the rip. It is sealed with the addition of the VaulTec NBC Mask. Notes: [notes] Location: full suit, skull | 400 | 3 lb |
| Totals: | | 2822 | 81.42 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 |
| 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} [20][19][18][17][16][15][14][13][12][11][10][9][8][7][6][5][4][3][2][1] Description: TL:9 LC:3 Ammo:0.4 lb. Damage:3d pi+ Acc:2 Range:180/2000 RoF:3 Shots:20+1(3) ST:10 Bulk:-2 Rcl:3 Skill:Guns (Pistol), The Heckler & Koch Universal Caseless Pistole schwer III was the standart sidearm of various western special operation forces before the war. It has a larger caliber compared to the standart model. | 1620 | 2.5 lb |



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