|  |  |  |
| --- | --- | --- |
| Claudia |  | Wealthy Family |
| Player Name |  | Background |
| 1 |  | 0 |
| Level |  | Total XP |
| Nightkin |  | 15 |
| Race |  | Movement Speed(s) |

Barbie Dahl

Character Name

|  |  |
| --- | --- |
| AP | AC |
| 5 | 4 |

|  |
| --- |
| Immunities |
| Radiation |
| Resistances |
| Chem last 1/2 |
| Vulnerabilities |
|  |

Skills

|  |  |
| --- | --- |
| Athletics |  |
| Blacksmith |  |
| Death Saves |  |
| Detection |  |
| Deception |  |
| Energy Weapons |  |
| Energysmith |  |
| Explosives |  |
| Guns |  |
| Gunsmith |  |
| Insight |  |
| Intimidation |  |
| Leadership |  |
| Lockpick |  |
| Medicine | +1 |
| Melee Weapons |  |
| Miracles |  |
| Persuasion |  |
| Scavenge |  |
| Science |  |
| Sleight of Hand |  |
| Sneak |  |
| Survival |  |
| Unarmed Weapons |  |

What makes you S.P.E.C.I.A.L.?

|  |
| --- |
| Strength |
| 8 (+3) |
| Perception |
| 3 (-2) |
| Endurance |
| 8 (+3) |
| Charisma |
| 7 (+2) |
| Intelligence |
| 3 (-2) |
| Agility |
| 4 (-1) |
| Luck |
| 7 (+2) |

|  |
| --- |
| Senses |
|  |

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| --- | --- | --- |
| Max HP | Current HP | Temp. HP |
| 13 | 13 | 0 |

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| --- | --- |
| Hit Dice (d8) | Death Saves |
| Total: 1d8 | Pass: |
| Spent: 0 | Fail: |

|  |  |
| --- | --- |
| Actions | AP |
| Dodge | 4 |
| Help | 2 |
| Hide | 3 |
| Move (default 15 ft.) | 2 |
| Detect | 2 |
| Use an Object | 3 |
| Attack Actions | AP |
| Melee Onehanded/Thrown | 2 |
| Melee Twohanded | 3 |
| Ranged Onehanded | 3 |
| Ranged Twohanded | 4 |
| Ranged Heavy | 5 |
| Unarmed | 2 |

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| --- | --- | --- |
| Female |  | 18 |
| Gender |  | Age |
| 10 ft |  | 350-400 lbs. |
| Height |  | Weight |
| Blue gray |  | gray |
| Skin |  | Eyes |
| black |  | large |
| Hair |  | Size |

|  |  |  |  |
| --- | --- | --- | --- |
| Name (Reload) | Hit | Damage/Type (Range) | Notes |
| Nail Board | +3 | 4d6 + 3 Ballistic | 2 handed, melee |
| Bladed Gauntlet | +3 | 3d6 + 3 Ballistic | 1 handed, unarmed, light |
| Bare Fists | +3 | 1d4 + 3 Ballistic | 1 handed, Finesse, light, versatile (1d6) |
|  |  |  |  |
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| --- | --- | --- |
| Perk Name/Description | Rank | SPECIAL |
| Product of the Wastes  You have immunity to radiation damage. | N/A | N/A |
| Mutated Physiology  Stimpaks heal you for half as much (round up) and chems last for half as long. | N/A | N/A |
| Bulky  Your size is Large, doubling your carrying capacity and the weight you can push, drag, or lift. You cannot wear power armor, onehanded weapons with the Light property (excluding pipe guns and bare fists), or Ranger, Riot Gear, or combat armor. | N/A | N/A |
| Implanted Stealth Boy  When you take the Hide action, you can spend an additional 2 AP to turn invisible. | N/A | N/A |
| Idiot Savant (Req. Luck 5, Intelligence < 5)  Rank 1: When you roll a critical success on an ability check, you and the party gain bonus XP equal to 5 \* your party level. This can trigger a number of times equal to your Luck modifier per long rest.  Rank 2: The XP bonus increases to 7 \* your party level.  Rank 3: The XP bonus increases to 10 \* your party level. | 1 | Luck |
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| --- | --- | --- | --- | --- | --- |
| Caps | Carrying Capacity | Weight Carried | Encumbered At | Heavily Encumbered At | Push/Drag/Lift |
| 7 | 160 | 21.8 | 112 | 144 | 320 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Inventory | | | | | |
| Name (weight) | Amount | Total Weight | Name (weight) | Amount | Total Weight |
| Nail board | 1 | 3 |  |  |  |
| Bear Trap Fist | 1 | 10 |  |  |  |
| Irr. Food\* Heal 1d6 hit points, 2d4 radiation damage | 4 | 4 |  |  |  |
| Irr. Water\* | 10 | 4 |  |  |  |
| Antibiotics Cures all diseases after long rest | 1 | 0.1 |  |  |  |
| Antiseptic | 2 | 0.2 |  |  |  |
| Plastic | 1 | 0.1 |  |  |  |
| Acid | 2 | 0.2 |  |  |  |
| Adhesive | 1 | 0.1 |  |  |  |
| Asbestos | 1 | 0.1 |  |  |  |
|  |  |  |  |  |  |
|  |  | 21.8 |  |  |  |
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Backstory

Barbie originated from a lab in the Appalachian area. Her parents were wealthy doctors performing FEV research and they experimented on her, transforming her into a super mutant. Due to their experiments Barbie suffers from memory loss, headaches, lost time, and is prone to violent outbursts. At 16, in a fit of rage after continued experimentation Barbie attacked her father and ran away from her home. Since then, Barbie has been taking odd jobs and living on her own.